

The Dragon #28

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Don Williams
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FEATURES

The Politics of Hell	2
A Short Course in D&D	7
Simulating the Cavalry Plain	9
Sorcerer's Scroll	10
Six Guns and Sorcery	12
Fantasysmith's Notebook	14
Elvish Tactics	17
The Awful Green Things from Outer Space	24
Bazaar of the Bizarre	31
Giants in the Earth	35
Dragon's Bestiary	50

VARIANTS

Level Progression for PC's & DM's	32
---	----

DESIGN/DESIGNER'S FORUM

The DMG - Developers' Notes & an interview with the author	4
---	---

REVIEWS

Divine Right	45
Sorcerer	48

HUMOR

Voyages of the <i>E.S. Znutar</i>	23
Monty Strikes Back	37
Finieous	51

BACKGROUND

The Cavalry Plain at Austerlitz	8
Armies of the Renaissance	16

NEWS/VIEWS

Up on the Soap Box	19
Out on a Limb	20
Convention Schedule	22
GenCon Update	22

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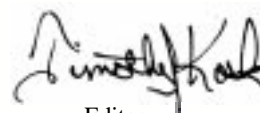
It is fun to be unique. It is fun to be part of something unique. Sometimes, though, some of us forget just how strange all of this stuff is to the uninitiated. In the eyes of the mainstream of contemporary culture, what we do — play “games” — is decidedly different. Some would even call it strange . . .

Some of us seem to revel in this strangeness, using it as a shield for other flaky behavior. Sometimes this is good, but more often, it is not so good.

A good friend of mine looks forward to the newest magazines each time I visit home. He doesn't play games, but he always reads each issue from cover to cover. When I asked him why he did it, he replied that he liked to try to figure out what was going on from the context of the article, and often did. (I later learned that *TD* is also his preferred “throne” reading material because it is so engrossing.)

He was of the opinion, as an “outsider” that some of us might just be a little freaky, and his appraisal is not uncommon. Our hobby suffers from some bad impressions and bad press. To many people, the appellation “wargamer” conjures up visions of a budding group of warmongers, intent on world destruction, or some sort of blood and violence freak that gets his jollies on carnage and mayhem. Mention fantasy, and many think that we are a bunch of hopeless Walter Mitty-types, disassociated from the real world.

If each of us made an effort to explain, without proselytizing, to a few of our acquaintances, what it is all about, we could clear our image considerably. The industry is attempting to promote understanding, it's the turn of the gamers now. We will never see our hobby grow enough, or gain enough recognition as a “legitimate” pursuit if we don't make an effort to shed our “strange” image. Running around in SS uniforms, screaming “Burn the tanks” is not the answer, nor is dressing up in armor, running around looking for orcs . . .



Editor

Publisher's Statement

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Alexander von Thorn

(Author's note: The following article cannot be considered the official doctrine of either Advanced Dungeons and Dragons or the Roman Catholic Church. However, it is compatible with AD&D, and except for the parts about Asmodeus it is not in conflict with works on demonology as generally accepted by Catholic exorcists, thus enjoying tacit approval by the Church. However, this article does not have a nihil obstat; much of it is original, and it approaches the subject from a different angle than a religious tract would and should not be considered as such. The rise of Asmodeus is not documented in any major text on demonology, but very little original work on the subject has been done since the Middle Ages, so it is possible that the situation has changed. Perhaps Mr. Gygax has more accurate sources of information)

Once upon a time, there were no devils. Only God and the angels were in heaven. (The term God is used to refer to the Creator of the Universe. He is called Yahweh by some, Allah by others, and many other names.) The most powerful, most intelligent and most beautiful of all the angels was called Satan. He was given these traits by God in order to carry out the most arduous task among all the angels—that of testing the merit of mortal men. He used temptation and suffering to try to get them to choose evil instead of good. He usually succeeded, because most men had something (or someone) which they held near and dear, over and above considerations of ethics, and so Satan came to hold the majority of mankind in contempt. Satan was not happy in his work, because he had to cause the downfall of many men who otherwise would have led relatively blameless lives. Sometimes he had to cause great suffering for good men, like Job, which he didn't like to do, either. Job had done nothing to deserve the problems that Satan gave him, and Satan came to feel sorry for Job and those like him. Satan felt that God was being unfair. In coming to that conclusion, he set his own judgment above the wisdom of God. He gradually worked around to the idea that there were better ways of organizing the universe than the way God had set up. He came to think that he could do a better job than God. Satan discussed his ideas with other angels, and many agreed that he had some valid points.

Eventually, Satan challenged God, and many angels supported him. But God and his angels were victorious, and Satan and his supporters were sentenced to Hell for all eternity unless they repented their sins. Satan responded, "Better to rule in Hell than to serve in heaven!" With that, he passed to Hell in a brilliant flash, and from that time on his followers, human and supernatural, gave him the name of Lucifer "Prince of Light," and the star of the morning was named for him. The French claim that when Satan passed through the earthly plane en route from Heaven to Hell, he went down through the island of Mont-St.-Michel, off the coast of Brittany. Some scholars theorize that the influence of the devils, who were now actively working against God and good, was the reason that God sent his son to Earth, although that belief is not universal among Christians. However, parts of the Book of Isaiah which refer to a Messiah are thought to have been written during the Babylonian exile of the Jews, which happened shortly after the fall of the devils (at least as far as this writer can figure out). It is also said that God misses Satan, and that He hopes that he will repent and ask God's forgiveness, which of course He will grant to any of the fallen angels (although God may require some service to be performed, in order to test their newfound devotion to the cause of righteousness. It is thought that it is this possibility that holds many of the devils back from repentance. Whatever the reason, none of the devils have repented.)

And so, Satan became the Lord of Hell. All the devils worked for the damnation of men and the promulgation of evil and suffering. Satan found it ridiculously easy to accomplish things using his talents of temptation and suffering. The mere threat of his immense power kept the devils in line. A group of humans who were obsessed by power, or evil, or both, developed a cult around Satan, and they set up a tight hierarchy in order to pursue their goals through evil. Even some of the illiterate peasants occasionally said a prayer to Satan when God didn't seem to answer their prayers. The forces of evil were strong, and flourished in the ignorance of the Dark Ages. Satan schemed and plotted, for he believed that he had simply been outmaneuvered by the forces of good because he had failed to plan his first assault properly, and that if he took the time to develop a strategy, to take advantage of his own strengths and minimize his forces' weaknesses, while capitalizing on the weak-

THE POLITICS OF HELL



nesses of the enemy and neutralizing their strengths, then he had a good shot at winning the final conflict.

But Satan was an arbitrary ruler. He took it for granted that all the fallen angels would follow him without question. But the other devils were also proud, and they did not agree with all the orders that Satan gave, just as they had disagreed with God. Beelzebub in particular, felt that he and the other devils should have more of a free hand in encouraging acts of evil, and more of a say in matters of general policy in Hell. Beelzebub discussed this with the other important devils — Adramelech, Astaroth, Moloch, Nergal, Amaimon, Belphegor, and many others — and most agreed with Beelzebub, after promises of more power and freedom under a new order. The others were noncommittal, for they were afraid of the wrath of Satan, and would not speak against Satan even in private, although they did not reveal Beelzebub's plan to Satan. Those devils who supported Beelzebub would once in a while question a minor order from Satan, or neglect to perform a trivial task. When these were discovered, Satan sent his personal lieutenant Belial to deal with them. So, Belial became hated by the other devils and grew in the esteem of Satan.

Eventually, Beelzebub challenged Satan, and when it was seen that most of the powerful devils supported Beelzebub, the other devils flocked to his cause, leaving only Belial on the side of Satan. So Satan and Belial became exiles from Hell, forced to find other places within the multiverse to hide out and make their abode, while Beelzebub became the new Lord of Hell. With Belial gone, Moloch became the new supreme commander of the armies of Hell, and Asmodeus became the devil in charge of politicians and bureaucrats, while Adramelech became second in the overall hierarchy after Beelzebub, serving as Chancellor of Hell, which was the equivalent of a prime minister of a government of which Beelzebub was president or king. However, the armies of Hell remained loyal to Belial, and they helped him when they had the opportunity to do so without being caught. Also, Belial kept his old contacts, and retained a great deal of his influence with politicians and bureaucrats for some time. Satan, for his part, remained very powerful, because the covens remained faithful to him. In fact, most people including the majority of the clergy, were not aware of the change in the

leadership of Hell. To this day, when people think of "The Devil," they think of Satan, and if the name of any devil is mentioned in a Catholic sacramental ritual, it is his (e.g. when the celebrant asks, "Do you reject Satan?," etc.).

Of course, the exorcists and demonologists knew about the change, and after the fall of Satan his name was left out of the hierarchies compiled by them. The time of this event is not certain, but evidence suggests that it probably occurred at about the time of the Renaissance. Indeed, it may have been partially responsible for the Renaissance, because Satan had tried to keep mankind steeped in mystery and ignorance, while Beelzebub thought that new areas of knowledge could lead to new forms of evil. During the Middle Ages, warfare had been a very personal affair. Lords battled over matters of vengeance, or family honor, or simple greed. They were followed by loyal men-at-arms owing personal loyalty to their liege, fighting with swords, pole arms and bows, and everyone went home at harvest time. Then came the rise of national empires, and men were drafted into armies in the names of kings they'd never seen, to fight with guns and cannons over matters of politics, or religion, or just strategic objectives. Arbitrary and capricious monarchs gave way to systematic dictatorships of terror. Ignorance and superstition were replaced by science and technology totally devoid of morality. Of course, things were not so bad everywhere, but Beelzebub does seem to have had a point.

However, Beelzebub had difficulty controlling the devils. He could not order them about the way Satan had, because he had gained power by promising more freedom of action. In fact, some of the more powerful arch-devils told him (in a roundabout way) that his authority would be in jeopardy if he tried to assert himself too much. So, the only means that Beelzebub could use to get things done in Hell were by persuasion or by doing favors for the devils. Needless to say, these were not enough, even if Beelzebub had had the time to talk to all the arch-devils in order to explain why things had to be done, or to do all the errands that he had to do to get things done. The devils ended up aiding humans against each other, with little coordination, so that they fell into disrepute because they could not fulfill their conflicting promises. Beel-

(con't on page 40)

Jake Jaquet

Introduction—In presenting this panel pre-view-review of the Dungeon Masters Guide, I find myself in a somewhat two-headed position, having to wear the hat (or cap, as the case may be) of assistant editor of TSR Periodicals, and introduce this panel, while at the same time giving my views of the DMG as I worked with it before I became associated with TSR in an employee-employer relationship.

I guess it was about nine months ago when I received the first of a multitude of sections, additions, revisions, deletions, and corrections to the DMG. I also have the somewhat dubious distinction of being the only person involved with the project to have a section of the rough drafts disappear to the insatiable appetite of the U.S. Postal Service. If you ask me what to do to counter a Sphere of Annihilation, I'll have to refer you to them, at least until the first copies come off the presses. I never saw it. But, considering the tremendous amount of material involved with the DMG, I'm actually surprised it didn't happen more often.

In companion with the Players Handbook and the Monster Manual, the DMG finally finished(?) Advanced Dungeons & Dragons®, and becomes the most complete, concise, and accurate set of rules for a role-playing game. State-of-the-art, to use once again, that over-used expression. In this case, though, it is justified. Organization, definitiveness, and sheer bulk of material aside, AD&D now becomes the first (though others have falsely claimed otherwise) true second-generation role-playing game. Anyone can rewrite a set of rules, put it in a new format, or commission new cover art for a set of rules. The DMG goes beyond these physical gimmicks, and elevates AD&D to a new plateau, in an evolutionary sense. The input from thousands of campaigns, literally millions of role-playing hours is a force not to be denied. While author credit goes to Gygas, it is every bit as much the work of every gamer who has ever sat on either side of the screen of any session of D&D in the past five years.

And the Dungeon Master's Guide reflects it.

The following comments are from various persons, both employed by, and outside of, TSR who worked on the DMG from artwork to editing to paste-up. Their thoughts are not so much formal reviews, as impressions of and feelings for a major labor. If they are sometimes a little tongue-in-cheek, perhaps it is simply relief. . . .

Jeff Leason—

The DMG was the first project I fermented in the production department I've learned a lot of new information since working on the DMG. After reading the abbozzo at least twice and then perusing the cultivated copies of the text (another three or four times) I, and I'm sure many of my colleagues, suffered from acute acedia. Some of the units of discourse were hippotomonstrosesquipedalian, but we soon got accustomed to Gary's liturgy of archaic ideophones and aphorisms. Working on the DMG was enriching to say the least I hope all of you will enjoy using it as I have enjoyed correcting it!

Lastly, there can, of course, be no doubt as to the hirsuteness of dwarves of the feminine gender!

Len Lakofka—

ADVANCED DUNGEONS & DRAGONS can have no real boundaries, and rules can only help to outline what the game is about. The new *Dungeon*

(con't on pg. 5 col. 3)

The Dungeon Masters Guide And a Few Words

Gary Gygas Interviewed by TD

Q. With the completion of, printing of, and now, the final release of, the Dungeon Masters Guide, is Advanced Dungeons and Dragons finished? Is the work complete; has the game reached the final stage of evolution and polish that you envision for it?

A. Yes, and no. Yes, insofar as everything we can see currently is well covered and any other material additions to the game system will be done in modular form, where it is expanding the system as far as what players can do to have adventures. No, in respect to what the cleverness of the DMs and players will uncover in the rules. Certainly they are going to find areas that are not as fully covered as we'd like, and quite likely they're going to find areas which need either further rule refinement or whole new rules written, because AD&D is an ongoing and growing entity upon which I hope we can improve still further over the years.

Q. Suppose it is game night at your house; you have a bunch of "normal" D&D players, you've invited them all over for their first AD&D adventure, in the new, modified AD&D campaign. What kind of pep talk or briefing would you give them before they sat down and actually adventured? What do you feel that you would point out, what would you warn them about, etc.?

A. The first thing I'd do. . . would be warn them that the party is over. Things are tougher, more controlled. They really needn't worry if they are experienced players; role-playing is one thing and fantasy games are another thing, and with D&D or any similar game, for that matter, whether it be something as basically non-complicated as perhaps *Tunnels and Trolls*, or something as detailed and complex as *Chivalry and Sorcery*. They have the basic ideas of the game down. They would have to roll whole new characters—they'd have to begin afresh. Their background experience, of course, would be useful to them. And what would they find? A game where the DM is far more able to handle situations as they arise; AD&D provides the DM with a far stronger framework that answers his questions and needs far more explicitly and more extensively than the other systems do.

Q. Along the same lines, then, if someone were to ask you, "Why did you do AD&D?", is that what you would answer them? Why did you feel that it was necessary to "re-do" D&D?

A. I didn't really "rewrite" D&D *per se*. I looked at D&D and said, "This is a game form designed for a much different audience than is actually playing D&D." So what we want to do is to provide a quarter-million, or a half-million, or whatever the number of players and referees is, with a game form that is *really usable* to them. D&D is only a loose structure and doesn't answer many of the needs of the DM. AD&D is a much tighter structure which follows, in part, the same format D&D does, but it is a much stronger, more rigid, more extensive framework around which the DM can build his or her campaign. The whole of D&D was built to make the game, the adventure campaign, more

viable for the DM who had to put all these hours and hours of work into structuring the whole thing. With D&D, the DM can find that unless he or she had been extremely careful, one winds up with a campaign that lasts six weeks, or maybe even six months, but then everybody is beyond the parameters of the rules. With AD&D, growth is slower, it's more structured, and it's designed so that you won't run out of game in six weeks, or six months. Perhaps in six years you will, but that's a whole different story.

Q. If you could predict the future, see into your crystal ball where the letters and responses are at, what do you expect the response to AD&D to be? From the old D&Ders? From the new, unexposed-to-fantasy-game players? What do you think it's going to do for fantasy gaming? For TSR?

A. Well, we've had some response already from D&D players with regard to AD&D. The letters have basically been: "Gee, this is all different from D&D! Why didn't you warn us?" And John Mansfield, in his magazine *Signal* said, "Don't think you can plug D&D into an AD&D format, because you can't." I agree. In fact, in one of the recent columns in your magazine, I pointed that out. They are different. You *can't* do it. Basically, players and referees are going to say, "Thanks a lot," when it's all done, because all the work they put into setting up a game won't go down the tubes in such a short time, as it would with D&D—not in all cases, but in most cases. D&D tends to allow too rapid growth of player-characters and the game gets beyond the control of the DM far too quickly. In AD&D, all of these problems have been taken care of. The character classes have more balance, and the growth rate of player-characters is kept in check far more closely. For the amount of work that a DM has to put in—probably two hours for every hour of play—you're going to get some real returns, instead of a short-lived campaign.

Q. Back to your earlier comments, that inevitably players will find areas that don't suit them, areas that may be "wrong", areas that are treated in a way that the consensus feels to be wrong, whether or not it is, and if the game is expanded upon, or when it is expanded upon, it will be expanded upon in modules. Are the majority of D&D players going to have to pick up every one of these modules, like you used to have to do with all the supplements? You really had to keep up with the supplements to keep up with the ongoing, on-growing D&D when it first came out. Is this going to happen again, or are you going to be able to take the DMG, lock yourself on a desert island, and have a good time with it?

A. This question will take about ten years to answer; it's highly extensive. First of all, D&D came out in the form it did because it was still a baby when it was done. It was done in a hurry to answer the demands of many hard-core gamers, and it was written for a whole different audience. But even though the audience was different, their basic abilities were not all that different from the anticipated

Developers' Notes. . . .

from the Author

audience. And most of these good people have great minds and imaginations, and nearly everyone of them is going to be able to say, "Boy, that would be a perfect game if only this rule or those rules were changed, and I know how to make it a perfect game." This is rather typical of gamers, and so they're going to want to immediately change things and amend things to make it "the perfect game."

To some extent, this can be done with *AD&D*, because there is still enough flexibility within the rules to allow it, without really changing the scope of the game. As the game matures, and we want to add on, without coming to what would be called perhaps "the third generation of fantasy role-playing," we will add to it through modules, or perhaps through articles. These additions or clarifications or whatever won't really be necessary to be obtained for any player, because, hopefully, they won't be earthshaking revisions of the rules. If that comes up, what we'll have to do, really, is publish an article saying, "this is a horrible revision, please take note, and free copies are available for all you good people who bought it." But I really don't envision that. Yet, the people who are active in this—perhaps not all the vocal ones or the ones you read about, but who generate the volume of mail—have enough questions or enough comments on certain areas, we might then look at a second edition, let's say, of *AD&D* to cover these points. Again, if it becomes necessary, it will be well publicized prior to that. We don't envision *AD&D* as being an ever-changing thing except as follows: *Gods, Demi-Gods, and Heroes* is really a necessary part of *AD&D*, because the deities are necessary to the game. So, eventually, those with viable campaigns move on to add deities to their games. And this will be possible within the next six-months, or a year, or whatever—whenever a much revised and expanded *GDH* is available. We also contemplate adding monsters to the game because monsters get burned up. It's always nice to be able to throw a new monster at the players, so. . . . The people in the U.K. are going to have their chance to add some monsters to the game, and who knows? There might be two volumes to the *Monster Manual*, or three, over the years, but that's about the size of it: a slowly growing work, as the players want it, not as the players *must* buy it.

Q. One of the raps against D&D was that it was too flexible, and one of the great difficulties, particularly in going to conventions or tournaments and such, was: anyone could say, "I'm having a D&D game, and a person from one side of the country would go, he'd sit down at the table, and within ten minutes, he knew he was in trouble, because he didn't recognize it as any kind of D&D he had ever played. How flexible, or how inflexible, is AD&D in this regard, compared to D&D? Can a player from California go and find a group in New York and at least have some reasonable assurance that he or she is at least going to understand the guidelines and the framework? Or are you going to encourage the massive variants and do-it-yourself additions that D&D was noted for?"

A. *D&D* was noted for massive additions and variants that we encouraged, to some extent, without fully realizing the inventiveness of those people who were going to get it, and because it was done over a short period of time, and we didn't realize how unfamiliar many of the players who would begin *D&D* were with miniatures and boardgames. And so . . . we encouraged a monster . . . and we are like *Frankenstein* and *D&D* is our monster. It's grown and we want to throw it into the lime pit now and let it. . . . No, in reality, it's a monster that brings so many people so much fun and enjoyment, even though, as you say, and is also true, that each group plays much differently than the other. We want to still keep *D&D* going as long as anybody is interested in it, because it is fun, and although you get wild variants, if you're enjoying the game. . . . after all, that's what it's there for. *AD&D* is designed specifically to answer this lack in *D&D* in that the players will not be so able to bend the rules nor will the DM be able to bend the rules. There are strong admonitions against tinkering with the integral systems, and what we are trying to do is establish a game that will be recognized from coast to coast, from the Arctic Circle to the Mexican border, or beyond if they read English and play *AD&D*. This will give fellowship to all the *AD&D* players, and also enable us to do something that I've wanted to do for a long time, that it to establish an international tournament for *AD&D*, which will allow players from all over the country and maybe even the U.K. and Australia and everywhere else it's played to get together and compete in a recognizable game where they're on relatively equal footing for—someday—substantial prizes, perhaps.

Q. On to the DMG specifically; the much-awaited, long-hoped-for, etc., etc., hoopla-build-up, trumpets, fanfare, DMG, The piece-de-resistance in AD&D. Regarding the book itself: what did you find was the biggest problem, the most detailed revision, the hardest obstacle to overcome, the easiest part of it, the most difficult? What were the highlights, and lowlights, in the writing of it that you remember and look back upon?

A. The hardest part of the whole thing was sitting down to write it. I had already been working on the *Monster Manual* and the *Players Handbook* for about two years, and I was getting a little big "frayed around the edges," let's say. Yet the need was there. When the fans are crying out and saying, "Help us! Help us! Things aren't going well!", it did give me considerable motivation. The easy parts were writing up character classes, the spells, etc. All of the tables and so forth went very easily, except the things I really put off to the very last; the details of massive combat, in the air, on land, or in the sea, and encounters, and so on, because many of these things don't lend themselves to chance. In other words, much like monster or treasure placement, they *just* really shouldn't be rolled up on a chart. I was loathe to prepare the charts to do all these things, but finally I did, and so, OK, if you don't take the time or the care, or don't have concern for

(con't on pg. 46)

Master's Guide will help those who want their rules better spelled out, who like no loose ends, who want everything defined and quantified. Many questions are answered, there are numerous tables of data, there is new information on campaigns, spells are better defined. But in like manner there is much for the person who wants an ever changing game, loads of new magic items, the ability to generate new monsters, ways of expanding a player's universe into other role playing games. In short the *DMG* has something for everyone. It is well authored and finely proofread. Does it answer everything? No. That is impossible—and that is what makes *AD&D* the best game for a person to invest his life in. Excuse me, but the Hulk is at the door with the plans for level 6 of the Pyramid of the Devil. Now about that artifact. . . .

Lawrence Schick

The *Dungeon Masters Guide* contains an enormous amount of information, more than in *Players Handbook* and *Monster Manual* put together. Inexperienced (and indeed, even experienced) DMs may wonder, out of all this verbiage and all these tables, just what is important? What is essential and what is peripheral? This is especially germane to those campaigns in the midst of converting to the complete and vastly superior *AD&D* system. Here are the sections of the *DMG* that I consider of prime importance to the conduct and balance of the game:

- Acquisition and recovery of spells
- Combat and melee, including spell casting during melee
- Awarding of experience points and levels
- Rules and limitations on magical research, including fabrication of magic items
- Creating and controlling non-player characters
- Placement of treasure
- Alignment

Excessive tampering with any of these sections by DMs (except possibly alignment) or abuse by players could very easily cause serious imbalances in the game. Large alterations almost inevitably result in campaigns so weird as to be unrecognizable as *AD&D*. As it stands, all the core sections of *AD&D* hang together, one on the other, in a series of checks and balances. Innovations are best made slowly and carefully to determine their far-reaching effects on the whole of the game. The above sections are among the most essential.

This is not to say that the rest of the rules in the *DMG* are dispensable. They're the flesh on the bones of *AD&D*, and thus somewhat mutable. In fact, the lists of various types included to aid the DM in setting up his or her campaign are more in the line of playing aids than rules, and can be altered at will. (It might be emphasized that this does not apply to the beardedness of female dwarves, no matter what Jean says.) However, give the *AD&D* rules a chance as they stand before going at them with a buzzsaw—I think you'll be pleased at the way it all works.

Jean Wells

The *DMG* all in all is quite good. There are only two things in the entire book that I strongly dislike and they both appear under the section of the "Player Character Characteristics". First elves are described as being flighty or frivolous. It further states that they spend their time dancing, singing, frolicking and playing unless necessity dictates otherwise. Mind you, I am not pro-elf, but I do feel they do more than the aforementioned whether necessity dictates or not. I feel that to say all elves or even the major portion of them, behave in such a

(con't on pg. 44)

UPON An-Nur there is a society of human colonists desperate for raw materials to fuel a faltering industry. Upon Chin there is a society of human colonists desperate for living space to support a growing population. In the binary system Epsilon Cetus, there is war.

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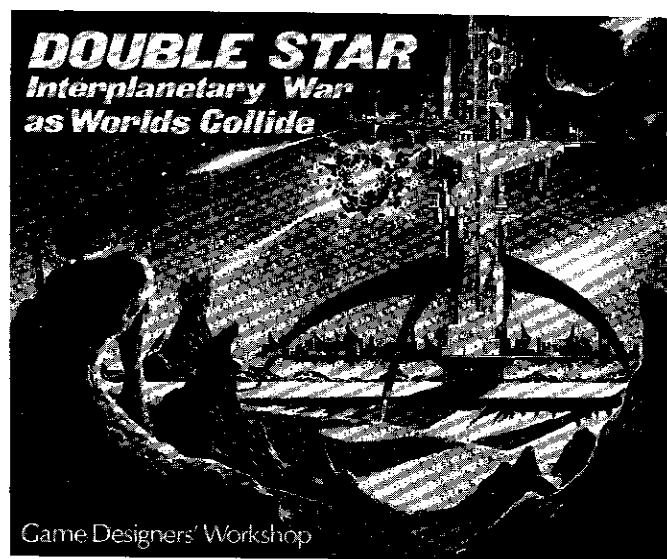
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Introduction: Mr. Bromberg looks at D&D from an angle some of us sometimes forget: instructing newcomers to D&D roleplaying. When the newcomers number 55, one runs into certain mechanical problems. How does one instruct an entire class of new role-players? The following is Mr. Bromberg's account of just that experience:

A SHORT COURSE IN *D&D*[®]

Dan Bromberg

Dungeons and Dragons is very popular at Cranbrook Prep School. At the beginning of the school year, a lot of sophomores and juniors played *D&D*. And most all of the returning freshman had heard of *D&D*. However, none of the new freshmen knew how to play. Well, one day last fall a friend of mine, David Baxter, began to talk with Sean McCarthy, a new student and Tolkien fanatic, about *D&D*. David taught Sean and some other new students *D&D*. Slowly but surely, *D&D* spread until, incredibly, there were no more than four or five new freshmen who did not know how to play.

Obviously, there was much interest in *D&D* at Cranbrook. Interest not only in playing, but in learning it. So, a couple of experienced players began talking about having a *D&D* course in Interim. Interim at Cranbrook is a two week period where people either go on trips or take unusual courses at school. For example, there were trips to London, Mexican ruins, New York, etc. The courses ranged from Tutankhamen, computer programming, chamber music, to SAT preparation. Anyway, despite talking about having a course, none of the experienced players did anything about it. Well, one of the new Freshmen, Mark Middleton, did. He talked to the director of Interim, Carol Lebo. She told Mark that he needed a faculty member to sponsor and supervise the course, if it got off the ground. This is where I got involved. Since Mark hadn't played for very long, I decided to lend my knowledge to the course. Mark and I talked and we decided that we should have 15 beginners for the course. Then, through a friend of mine, we recruited Dr. Welch to supervise the course. After that we wrote up our course description and waited for the sign up.

We got an amazing turn-out. Over 60 people signed up for *D&D*. We had figured on getting many new freshmen students, but not the number of day students, juniors and seniors we did. At first (to keep the number of people down), the course required instructor approval. After a talk with Dr. Welch, it was decided that everyone would be let in. (Fortunately, our number was reduced to 55 by the time the course began). Then we went to the list and picked 10 Dungeonmasters. Originally we wanted DM's who were experienced players, but hadn't DM'ed before, but the number of people in the course forced us to use everyone we could. Each DM had a group of 5 players, except one, David Albrect. He took care of the people who "died" by putting them in his game. I was the "rover" who went around and helped solve any problems that arose.

The number of people in the course also allowed us to adjust the scheduling of the course. Since we had some players who had already played, we had to interest them without penalizing the beginner. So, we had a "random dungeon" in the first week and a "method-to-your-madness" dungeon the second week. In the first week, we used the first day to discuss the rules. I stumbled through the first 15 minutes doing an excellent job of confusing even the DMs until Mark stepped in and woke everybody up. Then, we divided up into the DMs' groups and let the DM's explain the rules. We broke up into groups because the players were getting restless and we thought that the players learn *D&D* best by playing it. Then, we began to play the "Random Dungeon."

Money. Well, we did need some money to run the class. We decided on \$1.50 from everybody except the DMs for the course and an optional \$1.50 for low impact dice. We wanted to let people have an opportunity to get dice because polyhedral dice are essential to *D&D*. We used the other \$1.50 per person to buy more dice and books. The DMs used the high impact dice during the two weeks, and then sets of high impact dice were given out for our tournament. The books we bought, a Basic *D&D* and a Player's Handbook, were to be donated to

the Cranbrook Library. However, Dr. Welch pointed out that books would not last a week in the library. So, we decided to give the books to the club we are forming.

The club, it was decided, will have a limited membership while it is being formed, to make it's set up easy. We are going to use the books for the club. We will also subscribe to *The Dragon* and other wargaming periodicals.

The dungeon we used the first week was, according to its designer, Paul Dworkin, "sickeningly normal." The dungeon was randomized except for a few things, like a treasure room that was guarded by ogres on the first level. The dungeon also had some interesting rooms: like one with bottle caps and another that had lead pieces! The dungeon introduced the characters to high level monsters with low hit points or other problems. There was a beholder with only two eyes and a baby white dragon with seven hit points. I'm not sure now if this was good, because it might have given some players the wrong idea about high level monsters. Also, fighters and thieves were started as 2nd level so they could have more hit points. M-U's and clerics were started as 3rd level so they could use 2nd level spells. Again we weren't sure that this was the best thing to do, but at least it kept the beginners alive.

To give the players a chance to develop, the characters they rolled in the first week were used during the second week. The tournament winner would be the person who was either 1) the most improved or 2) helped the others to learn how to play. We toyed with another interesting system, but rejected it. In it the winner was the one with the best experience over hit points lost ratio. This system equalized the classes, because although a fighter kills more monsters than an M-U, he also loses more hit points. We did not pick a winning group for a couple of reasons. First, the characteristics were random, so one group could have better characters. Secondly, the DM's all play differently. Finally, some groups had more experienced players than others.

In the second week we divided the nine DM's into three groups of three. You see, we wanted to try out a system whereby the three groups were in the same universe in the material plane. They could meet, join up, and/or kill each other. It was an interesting idea. It did not work, however. We wanted the groups to meet later in the week. For that reason each group was given a different objective. This was done for two other reasons: 1) to prevent "cheating" outside of class and 2) so no objective would already be taken. Despite this, two groups met on the first day. It was a disaster. Everyone was mad and felt cheated, mostly by me. As I sorted out this mess, I realized the main reason for the players' irritation: for some reason, it's all right to be killed by a monster, but not by a player character. As soon as we could, the DMs and I agreed it would not work and stopped it.

Letting groups meet was not the only problem we had. In fact, the biggest problems were death and paralyzation. When people died, we put them into the dungeon that David was running because, this being an "official" school course, the dead people wouldn't be allowed to leave the room 30 or 40 minutes early. The problem was, that as the week progressed, too many people died. Not all could be put into David's game. To compensate, we put some dead people into other groups if someone were absent there. Nobody liked that situation. The dead people were usually not accepted by the players in the group he or she was put into. However, dead people were better off than those paralyzed. The paralyzed people couldn't be put into David's game, because they could possibly be cured, either that day or the next. Unfortunately, they usually weren't cured quickly. Dr. Welch suggested that we do away with paralyzed players. From the view of running the course it was the right thing. However, from a *D&D* purist point of view I didn't like it. We had already departed from *D&D* guidelines in character levels and in monsters and I was afraid that we were giving a wrong idea of *D&D*. Finally, after talking with Dr. Welch and Mark, I was convinced that either giving people 2 characters or having servants, who could be taken over by the players after death or paralyzation, was the best idea.

Despite the problems of death and paralyzation, I feel the course was successful. The course taught over thirty people how to play and cleared up many misconceptions about *D&D*. The course was enjoyable to almost everyone and most of the complaints, I feel, were from the tensions created simply by playing *D&D*. With the success we had this year, I'm sure we will give an even more successful course next year.

The Cavalry Plain at Austerlitz

Bill Fawcett

Even before the battle, Napoleon called it the Cavalry Plain. On it were destined to meet some of the finest cavalry in Europe. The plain is a flat, virtually featureless area located just north of the Pratzen Heights (see map). It is bordered by the villages of Jirschikowitz and Blaswitz on the south and two small hills, the Santon and the Goldbach on the north. A very small village, Bosenitz is located near the Santon Hill, but is comprised only of peasant huts offering little protection from fire.

The key to the plain's importance is the main road connecting Brunn to Olmutz (and Austerlitz) that runs east-west through the center of the plain. This road would serve as the main line of retreat for the Allied (Austrian and Russian) Army.

Facing each other across this plain were two nearly equal forces. The French were under the command of Marshall Jean Lannes, later known as the Duke of Montebello. Marshall Lannes was a fiercely courageous man and throughout the battle was found where the fighting was most fierce. He was commanding the V Corps, comprised of three large divisions, although one of these, under General Oudinot, had been detached to assist in the attack upon the Pratzen Heights themselves. The two remaining divisions numbered nearly 12,000 men. The First Division was comprised almost entirely of veterans and was ably led. Its commander, General Cafarelli, was the son of another capable French general and had been raised on the military traditions of the era. He was a courageous individual and a truly professional soldier.

The other division, the Third Division, was quite ably led by General Suchet, the Duke of Albafera. It was a good unit, but contained a large percentage of recent recruits.

To Lannes' right and slightly behind his initial position was the Reserve Cavalry. Led by the colorful Marshall Joachim Murat, this was one of the best trained mounted forces ever raised in Europe. It was comprised of many types of units including Hussars, Dragoons, the Carbiniers who were noted for their courage, and of course the Cuirassier. The Cuirassier were the heavy cavalry of the Napoleonic era. Mounted on the largest horses, armed with the heaviest sabers, and protected by a steel chestplate (the cuirass, for which they are named), a stirrup to stirrup charge by this force was the ultimate of shock for its' day.

Although there were nearly 7,400 horsemen in the Reserve Cavalry, only about 3,000 were to fight on the Cavalry Plain itself. Marshall Murat was under the double order of both gaining control of the plain and maintaining as large a force as possible for use as a reserve or for pursuit of the broken allied army.

Lannes himself had a less complicated task. The Emperor had ordered him to first isolate Prince Bagration's forces from the bulk of the Allied army and then to push past it to cut off any retreat of the entire Allied armies towards their base in Olmutz. The Marshall was basically on his own once he had received his initial orders. Napoleon was much too concerned with the attack on the Pratzen Heights, and then the bulk of the Russian army, to send any further orders to his left.

On the Allied side, Prince Bagration was also on his own. The high command of the Allied army was, at best, disorganized. Tsar Alexander was not himself an experienced field commander and while many columns were competently led, the command control virtually disintegrated under the pressure of battle.

Initially the Prince had been told to put pressure on the French left while protecting at all costs the line of retreat to Olmutz. It was to be the only message he received from the Tsar at all, until ordered to retreat late in the day.

The battle then became a duel between the forces of Marshall Lannes and Prince Bagration. In infantry strength, they were nearly

equal. There were slightly more than 12,000 Russian infantry in Bagration's initial command. The Russian infantry was poorly trained, but dogged fighters on the defense. They often stood devastating losses without routing. Their volleys were terribly inaccurate with many muskets fired into the air rather than forward, but their rate of fire was often impressive. While they were no match for the French in an assault, the Russian infantry was one of the finest in Europe on defense.

The Regular Russian infantry had been augmented by two battalions of the Guard under General King. These were used to lead the successful assault on Blasowitz early in the day.

Also attached to Prince Bagration's command were about 1,000 Cossacks. These were tribesmen from the Steppes whose culture was still that of the eighth century. (Some were still armed with short bows.) Most squadrons were led by the village leader, although the general officers were Russian nobles.

Fierce in combat, but reluctant to attack a strong enemy formation, the Cossack was primarily used to forage and scout for the army. When small numbers of Cossacks met French foragers or scouts, almost inevitably the French suffered. Unfortunately they lacked the dependability that was needed to make them a fully effective force in battle. On some occasions they were to show themselves undependable, on others they would attack with a fierceness that swept all before it. The Cossack was an unknown factor whenever armies met.

In a similar position to that of the Reserve Cavalry to Marshall Lannes was the bulk of the massed Allied cavalry under the command of Prince John Leichtenstein of Austria. Numbering about 5,400 horses, this force was not under the constraints under which Marshall Murat suffered. Virtually every man was to see action in the next few hours, and many were to die amidst the dust and confusion of charge and counter charge on the Cavalry Plain.

In artillery, Prince Bagration had a marked superiority. Both sides' artillery was effective and well led, but the Russians had forty guns while the French forces manned only twenty. To partially offset this disadvantage, Marshall Lannes had kept horses harnessed to each of his guns, which greatly increased their mobility while not interfering with their rate of fire. By moving each gun between shots the French gunners were also able to make counter-battery fire much less effective than normal.

Basically, the battle on the North of Austerlitz was to be an even match. Both commanders were competent and neither (to Lannes disadvantage perhaps, but definitely to Prince Bagration's advantage) would receive any communications from their commanders once the battle had begun. This was, in fact, the only portion of the battle when neither side had a marked local superiority in numbers.

After facing each other for nearly three hours, while the sounds of the battle to the south grew to a roar, both sides chose to move almost simultaneously. Prince Bagration advanced first (see Map II) by a few minutes, and as a result the Russian Guard battalions were able to occupy the town of Blaswitz, with little resistance. Both forces continued to advance and artillery fire began.

On the French right the First Division advanced, screened by a regiment of light cavalry under General F.E. Kellerman, the son of Marshall Kellerman, the Duke of Valny. In an attempt to stop this advance, eighty squadrons of Hussars from the Allied Cavalry charged directly at the front of the force. Kellerman, seeing he was outnumbered by over 6 to 1 and fearing he would be trapped against his own infantry, pulled back behind the advancing infantry columns.

The French columns then received the full force of the Hussars as they surged against their front ranks. Bayonet met sabre and both sides halted to melee. The infantry columns were being slowly disorganized. The Hussars, already diminished by the volleys they received before impact, were disrupting the advance at the cost of even greater losses.

At this point, General Kellerman led his light cavalry in an attack onto the flank of the meleeing Hussars. At first this only increased the already fierce fighting. The infantry fought back with a renewed ferocity and the Hussars, having lost nearly one-third of their number, began to waver. The impact of two full regiments of Dragoons from the Reserve Cavalry decided the issue. Led by their officers, the Dragoons smashed into the disorganized Hussars on the same flank as Kellerman had hit. Within just a few hundred yards of Blaswitz the confused melee still

(con't on page 43)

Simulating the Cavalry Plain

Bill Fawcett

The duel on the cavalry plain is ideally suited for recreation by the wargamer. The forces were very nearly matched in type and size. The Russian cavalry's greater numbers were balanced by the larger proportion of the heavy cavalry regiments of the French cavalry and by the French morale being initially higher. The mobility of the harnessed French guns compensates to a large degree for their lack of numbers. The infantry was nearly perfectly balanced in size, with a slightly better overall morale for the French units. Both sides were led by equally popular corp commanders and contain a large percentage of veterans. The objectives for both sides were clearly decided long before the fighting began. Since the two forces actually faced each other across the plain for several hours, it is legitimate to allow any initial set up a commander chooses. (Either would have had time for substantial changes of formation had they chosen to make any). The French commander should set up first and both sides should allow cavalry to enter as desired from the Southeast and Southwest corners of the table. Any or all cavalry may begin off board.

Few special rules are needed. The gaming area should be no less than 100cm East to West by 80-90cm North to South. The Santon Hill (called Tvarovich Hill by the Russians) was quite steep and difficult to march up. None of the streams shown are major obstacles and all had shallow banks. The roads intersecting the field are primary routes and a full road bonus should be given.

Should the battle have gone badly for the French it is possible that a Regiment of Lights could have been sent by Murat. Players may use the 19th Chasseur, but they are not to enter before Turn 5. Any more forces would be unlikely, but possible and should be done by agreement of all players.

Victory Conditions

As pursuant to Napoleon's orders: The French will achieve a *Strategic Victory* if control of the south edge of the board and the crossroads are gained while at least 50% of the Allied force is destroyed or routed. A Tactical victory is gained if only the crossroads and south edge is gained. A *Marginal Victory* is achieved if one of the two geographic objectives are achieved.

The Allied force will achieve a sweeping *Strategic Victory* if they are able to destroy or rout the V Corps while still being 60% effective. (They would be in a position to fall on Napoleon's rear next.) A Russian *Tactical Victory* would be to hold two feet of the south edge of the playing area and the crossroads.

It is a Russian *Marginal Victory* if the crossroads are held.

Prince Bagration received orders to withdraw at 4:30 P.M. This means that the battle lasted about eight hours. Since each side had only a comparatively short time to achieve its objectives, a close coordination of the three components; cavalry, artillery, and infantry will be needed by both sides.

Simulating the Cavalry Plain in System Seven Napoleonic

ORDERS OF BATTLE

French
V Corp (minus one Division) Marshall Jean Lannes, Duke of Montebello

1st Division General Cafarelli (the younger) approx. 6,000

13th Legere (light) battalions 1 to 4

30th Line battalions 1 to 5

56th Line (historically the 51st) battalions 1 to 5

2nd Division General L. Suchet, Duke of Albufera

33rd Line battalions 1 to 3

19th Line (historically the 17th) battalions 1 to 3

46th Line (historically the 40th) battalions 1 to 3

72nd Line (historically the 88th) battalions 1 to 3

Four regimental guns (3#) attached to two regiments of each division

As it would be difficult to correctly simulate the unusual prolong employed by Lannes with his limited artillery a battery of Horse Artillery has been substituted. The divisional Artillery was actually 20 guns, nearly all 6#.

1/7 Horse artillery

attached to the V Corp:

6th Hussars under Count F.E. Kellerman (Gen.)

* * * * *

Reserve Cavalry (approx. 3,000 participating) Marshall Joachim Murat - not present

Actually present were the Carbiniers, in order to limit this to units from set 1, substitute:

4th Dragoons morale should be 5 rather than 6 as listed

1st Chasseur morale should be 5 rather than 6 as listed

27th Dragoons (historically all units listed are not accurately identified) General Sebastini

28th Dragoons General Roget

5th (historically the 2nd) Cuirassier General

M.A.C. Nansouty 6th

(historically the 3d) Cuirassier General J. J. A. d'Hautpoul

ALLIED - Prince Peter Bagration of Russia (approx. 13,000 foot)

The Infantry under Bagration consisted of 17 regiments (two battalions each). For this simulation use all 15 musketeer regiments and two of the Jaeger Regiments. These may be further grouped for convenience into two or three "divisions" although this was not done at Austerlitz.

Occupying the town of Blaswitz early in the day were two battalions of the Russian Imperial Guard. To represent these, use two converged Grenadier battalions but with morale level of 4 rather than 5 as listed.

Attached to Prince Bagration's force (normally designated the Russian Right) were approximately 1,000 Cossacks.

Cossacks - use all counters available as listed.

Artillery - Historically Bagration had available over 40 guns, many of large caliber. They were perhaps the best trained area of his command and the one which he personally favored.

1st Heavy Artillery (minus one section of Licomes) 20 SP

7th Light Artillery (minus one section of Licomes) 20 SP

Cavalry - Prince John Leichenstein of Austria (approx. 5400)

Hussars commanded by the Prince of Hohenlohe (Historically the Elizabethgrad under Gen. Ourarov)

Leichenstein Hussars (Austrian) 8 squadrons 48 SP

Stipsicz Hussars (Austrian) 8 squadrons 48 SP

Isum Hussars (Russian) 8 squadrons 48 SP

Moscow Dragoons 4 squadrons 24 SP General Chernikov

Njeschin Dragoons 4 squadrons 24 SP (both Russian)

Polski Uhlans 8 squadrons 48 SP (Russian)

Ferdinand Cuirassier 5 squadrons 30 SP

(Austrian) Prince Leichenstein's personal command



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EVIL: LAW VS. CHAOS

The *DUNGEON MASTERS GUIDE* contains a fairly detailed section regarding the various alignment characteristics. On reflection, however, I began to wonder if enough had been said about the different approaches to *evil*. Now, if one clearly defines the *lawful evil* and the *chaotic evil* characteristics, the *neutral evil* path becomes evident as the middle road between the two opposite approaches to the precept of banefulness. Considering the confusion regarding alignments, it cannot but help to say a few more words on the subject.

For those of you who have not as yet read the *DMG*, evil is typified by the desire to advance self over others, by whatever means are possible, and always by the foulest of means possible — and more on that later. Whatever causes the most harm is typically the most desirable course to follow. Pain and suffering are meat and drink to the creatures of evil. Slavery and oppression of all weaker creatures are considered as natural, for these exist only to serve and satisfy the demands of the stronger.

Lawful evil believes that the only way to impose the tyranny of their alignment over all creation is to follow an ordered course of action. Their evil society is rigidly structured, each being knowing its place and cruelly dominating all beneath this station, while being just as bullied from those above. Each creature in this hierarchy strives to follow the orders from the stronger most painstakingly — both to avoid punishment and in hopes of bettering its position in the order. To those beneath each is as harsh and cruel as possible: fearful of failure in its tasks, of being replaced by an underling. The evil ends desired might be better obtained by actions which are actually less vile than other options, but the order of lawful evil will generally perceive the most useful course rather than merely the most baneful in the short term. Hell and its environs hate chaotic good most vehemently, for they see threats there to both the structure of their social system and their proposed course. What worse than both total freedom and happiness brought about only by individual achievement and character? Therefore, lawful evil would certainly not hesitate to ally itself with virtually any other cause if this helped to abridge the scope and influence of those creatures typifying the chaotic good. Similarly, a devil would attempt to influence and possess principally those humans who were powerful and influential leaders of ordered communities, organizations, and states, i.e. *lawful* individuals not already committed to evil ends.

Chaotic evil certainly has the common denominator of banefulness with those creatures who follow the ordered path of woe. They likewise oppress and enslave, torture and kill for the pure pleasure of seeing suffering and death. But while lawful evil sees these activities as part of the structured course towards a world ruled by evil, those of chaotic evil alignment see such activities as an end in themselves. While the weaker chaotic evil creatures fear and often hate the stronger, they are ruled by them only insofar as the reach of the stronger extends — and possibly only as long as the stronger has interest in so doing. The individual evil is more important than the collective one. Let each evil being do its best to spread evil and chaos, and the ultimate result will be a cancerous spread of the alignment. Order is next to good in undesirableness, so *lawful* good is the antithesis of chaotic evil. Yet creatures of this alignment will not long associate to combat their hated foes, except lesser creatures under the leadership of some mighty demon or in extreme situations where the very structure of chaotic evil is threatened by some great

coalition of good. A demon is not interested in ruling nations but in spreading evil as it alone sees fit. Therefore, possession by a creature of chaotic evil is typically of an unstable individual who will run amok for short time, or of some singular figure who will be in a position to send out many such individuals.

The differences in tendencies and philosophies are reflected in the personal involvement of devils and demons in the affairs of the Prime Material Plane. The rulers of the Planes of Hell (devils) will seldom involve themselves in worldly affairs directly. Archdevils operate through their organizations to influence the course of events on the Prime Material Plane. Because of the strict order that devilkind adheres to, intervention of even lesser devils is rare, as the rulers make pacts with, humans and other agents. These arrangements assure that lawful evil is spread upon the Prime Material Plane, even though the Tiers of Hell are smaller than the Layers of the Abyss, for example, and there are far fewer devils than there are demons. While there is rivalry betwixt the Dukes of Hell, it is a prescribed and ordered contest wherein the rivals recognize limits and the need for mutual cooperation in order to insure that their collective realm remains strong and inviolate.

The very nature of demonkind, however, dictates a far more direct involvement in activities on the Prime Material Plane. Lacking extensive organizations, each demon lord must become personally active if he or she desires to meddle in the affairs of humankind, *et al*. It is not making a virtue of necessity on the part of demons to point out that they prefer such personal involvement. Thus, this or that demon lord will be encountered in material form, directing the activities of whatever group of followers he or she has gathered to spread disorder and woe upon the earth. Each powerful demon (and there are scores and scores of them) competes bitterly with all others in a deadly rivalry for supremacy — both in the Abyss and on the Prime Material Plane. The chaotic nature of demonkind dictates that mutual cooperation is unlikely at best, and any alliance between two demon lords will be one of mistrust and betrayal, doomed to a very short lifespan.

Neutral evil, as typified by daemonkind, follows the middle course between the rigidly ordered society of the Nine Hells and the anarchy of the Abyss. Yet this alignment has neither the organizational capability of lawful evil nor the great multitudes of chaotic evil, so all told it is weaker than either. The flexibility of neutral evil creatures enables them to survive and remain relatively free of rule by either Hell or one or more demon lords. The daemons and other inhabitants of Hades (and Gehenna and Tarterus as well) will as often as not become personally involved in activity on Prime Material Plane if they see it as gainful to their power and prestige or particularly enjoyable. In like manner, they will join in diabolical or demonic enterprises to further their ends, evil and personal.

Lawful evil has more common cause than those of lawful neutral bent than it does with demonkind, just as chaotic evil has more fellowship with chaotic neutrality than it does with Hell. Both alignments, the chaotic and the lawful evil, despise those who take the neutral course, seeing this as fence straddling, so to speak. The demons are too disorganized to enslave these creatures, however, while Hell desires a buffer and uses daemonkind as tools as well. For their part, daemons play off the Abyss against lawful evil to insure their freedom, power, and continued importance.

In summation, lawful evil, through its orderly arrangement and structure, wields great influence throughout the Prime Material Plane, even though devils seldom take a personal role, and the number of the dwellers in the Nine Hells is not overwhelming. Chaotic evil, on the other hand, while represented by a far greater number of powerful creatures taking a direct part in the affairs of the world, has no greater influence or power — perhaps less even — because of animosity between demons and the chaotic tendencies which preclude organization and assurance of purposes carried out by lesser beings under direction. Hell works carefully to bring its evil yolk over all the world, while demonkind attempts only individual forays to aggrandize some lord or other, increase the fame and glory of a particular prince or princess of the Abyss, or merely to bring a few decades of foulest pleasure.

The lawful evil character, then, is bound to follow a course which is strictly ordered. The path he or she follows is one of evil, but also one which attempts to bring formal rule to the world under the auspices of Hell. The character must obey and strive for the purposes of lawful

evil — furthering his or her own position in the process, of course. Those of you who have read Fred Saberhagen's *CHANGLING EARTH* will recognize that the Emperor John Ominor ruled a lawful evil realm — although he apparently served no diabolic master.

In contrast, the chaotic evil character serves only him or herself, but always towards evil ends. But the chaotic evil character recognizes no master, save out of fear and necessity, and even in the event that such recognition is necessary, he or she will always strive to gain the upper hand and dominate. If lawful evil can be likened to a mountain chain, with the highest peaks being the Dukes of Hell, and the lowest foothills the menial servants, then chaotic evil is a series of islands and islets in a vast sea — numerous but connected only tenuously by underwater ridges.

The lawful evil character will certainly cooperate with others in order to extend the sway of his or her alignment — seeking advantage by lies, trickery, and deceit while adhering to the letter of the bargain, naturally. The chaotic evil character will rule but seldom cooperate for long. As soon as he or she sees a possible advantage accruing through abandonment or betrayal — or perhaps simply because he or she has grown tired of the pact — the chaotic evil character will be true to the precept of his or her alignment!

Players can assume the role of a good or an evil character without undue difficulty, but in my experience the orderly or disorderly tendencies are another matter altogether. Law and chaos seem to be more ingrained in the actual personality of a player, and these bents are thus not as easily acted out. While you, as DM, will order the NPCs of lawful, neutral, or chaotic evil alignment, your players will tend to assume alignments which actually fit their personalities as respects order versus anarchy, so you must observe such activities quite closely. It is common for players to seek the best of both worlds by claiming the benefits of one alignment while using the processes of the other in order to gain power. Thus, a player might well claim to be lawful evil in order to receive the assistance of an archdevil, and thereafter blithely go about setting up a totally independent and free-wheeling empire of evil which has nothing to do with the aims of Hell. Such liberties cannot be allowed

Out on a Limb (con't from pg. 48)

six months later three or more so-called "improved" designs are on the market? I feel that it is symptomatic of a lack of daring and ingenuity on the part of the industry as a whole that one or two companies should do all the trail blazing and inventing, only to have the rest of them jump on the bandwagon made popular by those that took the risks.

If you want a world that is dominated by goblins, instead of having men be the dominant race, that is up to you. Unless they are somehow PC's it is ludicrous to advance lower races, and serves no useful purpose. If the lower orders were capable of advancement, man would not be the dominant species.

Having printed all of this, in context, I wouldn't want to bet on who received any favor. I'm sure that the readers have enough evidence to make up their own minds now — Ed.

Arcane Magicking

Plumb the depths of the Cube of Time and the Bowl of Precognition. Explore the effects on hapless orcs of the

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TOME OF TREASURES

Published by **GRP Enterprises**, P.O. Box 4146,
Arlington, Virginia, 22204 Price \$6.00

TREK 80

TREK-80, by Bruce Berry, was written for the Radio Shack TRS-80 Computer and will run on any TRS-80 with at least 16K of memory and Level II Basic. This is not just another Star Trek game. It has been in development for over 1 year! Action takes place on a real-time basis. Your mission? Starfleet Command is under heavy attack and you must rescue the supply fleet. You have 2 or more Starbases where you can resupply once, each. There are 45 - 60+ Klingons you must destroy in a given amount of time without losing more than 5 Tugs. Features: 64 Sector quadrants, 64 quadrant universe. Klingons can move, resupply, fire torpedoes or disruptors. Tugs can fire phasers, Enterprise can fire phasers or torpedoes and can lock both and course for fire and move (evasive action). Torpedoes intercept can be locked on or off. Sensors can be short range (quadrant) or long range (eight surrounding quadrants). Probes can scan enemy ships for position, energy and torpedoes. Galactic scan shows all known quads with number of stars, Klingons and bases. Ship's energy can be channelled to phasers, warp drive, impulse engines and shields, in increments of 10% and any combination. Damage Control reports, Self-destruct, Warp and Impulse Movement. Programming notes give instruction for changing allotted stardates for accomplishing mission; units of energy from reactor/date available for channelling; initial and resupply levels for shield, phaser, impulse and warp drive energy; initial and resupply of number of torpedoes; number of Klingons (Min. &/or Max.); number of bases; allotted max. phaser power/shot; Rich in detail. Move and fire any direction. Impulse as well as warp quadrant to quadrant. Time and energy are functions of speed and distance. Damage is logically determined by shield strength. Lots of action all graphically displayed including torpedo track and much much more. **THIS IS THE TOUGHEST TREK GAME TO BEAT YET!**

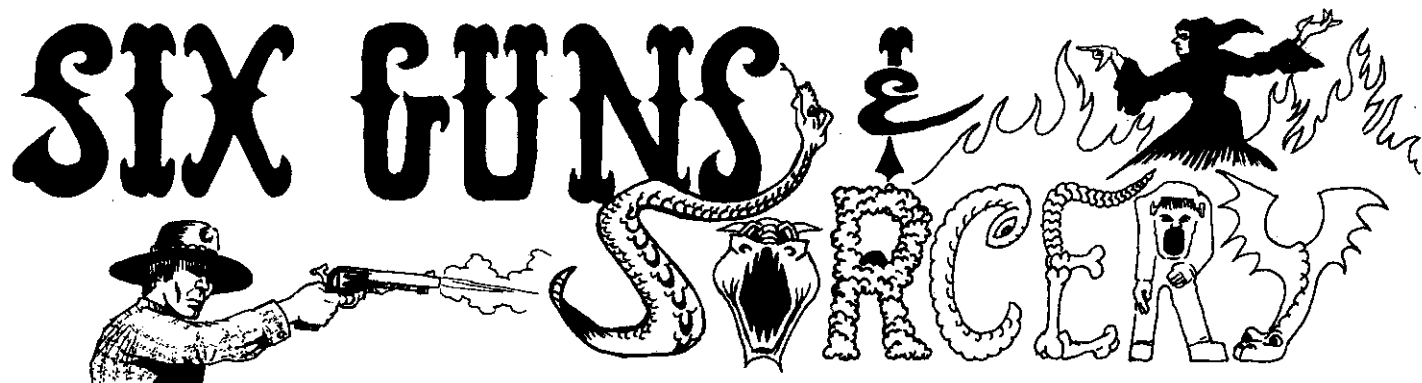
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1165 N. University Ave. (N4)
Decatur, IL 62526
(217) 422-1930



Allen Hammack

Editor's Note: The tables and notes on conversion of the systems in this article will appear in the forthcoming AD&D DUNGEON MASTERS GUIDE, and thus are to be considered "official" material.

The group of adventurers had met in the Waltzing Werebear tavern and after a few flagons of ale had decided that the town of Bordant had become too dull. The ruins that they liked to explore had not yielded any treasure in weeks, they were fairly certain that they had been through and mapped virtually the entire dungeon, and even the monsters were hardly surprises anymore. In short, the area was played out; thus, the group decided to move on to greener (or more golden) pastures. Just then, a wizened old man wrapped in a dark cloak and leaning on a gnarled staff approached the table.

"Milords, this humble servant could not help but overhear your laments. Could it be that you would be willing to take a very great risk with your life, provided there was fantastic adventure and great treasure to be had — by the survivors . . . ?"

They stared at the old man with a mixture of doubt and curiosity — and the curiosity won out. A fighter who appeared to be the leader took a swallow of ale and, looking around the table, saw nods of assent from all. "So, stranger, you can do this for us?"

"Indeed, brave souls; but if there are any amongst you who would leave, let them do so now." Light danced within the ancient one's eyes as he smiled. "All will go? Excellent! Follow me, then . . ."

He led them out of the tavern and through the dark, narrow streets to a quiet, infrequently travelled part of town. He pulled an amulet from beneath his robes and mumbled a chant; the mists which swirled around their feet seemed to stir, moving faster and rising higher. Soon the adventurers could see nothing but the maddening white mists, nothing! The fighter was about to call out when suddenly the mists dropped and vanished, and the puzzled fighter found himself in a strange building made of wood, but with a peculiar transparent material covering the windows. Loud music from an instrument he had never seen before (a large box with many black and white levers to press) mingled with the raucous laughter of strangely garbed men and women; the men had peculiar curved pieces of iron on their belts instead of swords.

The voice of the old man was inside his head. "Each of you seven is at a different location in town. Each of you has five loyal henchmen from this era." (At this, the fighter was surrounded by several men calling him 'Boss', slapping him on the back, laughing, and thrusting a clear tankard of what appeared to be a light ale into his hand.) "There are four rooms scattered throughout this otherwise normal town which contain gold, gems, magic — and a cylindrical device. Stepping into this device is the only way to get back to your time, and each device holds only one person and works but once. There is one other small problem, though;

each group of followers hates every other group and will kill them — and their leader — on sight, regardless of any orders to the contrary. By the way, the weapons they carry project small metal missiles at great velocity; they are quite deadly. Enjoy your adventure . . ."

The above is but one possible scenario in which *Advanced Dungeons & Dragons*® can be combined with other game systems (in this case *BOOT HILL*) to spice up a campaign. The players certainly don't have to be pitted against one another, as in this rather cruel adventure; one of the most enjoyable games the author has ever played in concerned a *BOOT HILL* posse that was sent into a "ghost town" to bring back the bad guys "dead or alive". We should have guessed. We ran into berserkers, orcs, werewolves, a wight, and even a green dragon! (The Lone Ranger had silver bullets available for the wight.) The anachronistic shock can be very effective at generating excitement. Whether the referee decides to have a space/time warp throw *BOOT HILL* characters into a fantasy setting, or to have *AD&D* characters journey to the Wild West, the conversions are the same. Herewith follow some guidelines for melding the game systems:

CHARACTER ABILITIES

BOOT HILL CHARACTER CONVERSION TO AD&D:

<u>Strength</u> as shown: 19 = 18/50. 20 = 18/75	<u>Dexterity</u> 6 base + 1 per 10% of <i>BOOT HILL</i> speed rating to a maximum of 16
<u>Intelligence</u> use 3d6 to determine	<u>Constitution</u> use 3d6 to determine
<u>Wisdom</u> use 3d4 to determine	<u>Charism</u> use d8 +4 to determine

AD&D CHARACTER ABILITIES TO BOOT HILL STATISTICS:

<u>Speed</u> dexterity score = % score	<u>Strength</u> as shown, 18/ up to 51 = 19, 18/51 and greater = 20
<u>Gun Accuracy</u> all have 01 initially, for each 6 rounds fired add + 1 until a maximum of 25	<u>Bravery</u> 100 modified as follows: cleric = -2 x wisdom fighter or monk = -1 x wisdom magic-user = -3 x wisdom thief = -4 x wisdom
<u>Throwing Accuracy</u> use normal attack tables for <i>AD&D</i>	<u>Experience</u> initially NO experience, subject to later results

Saving Throws:

BOOT HILL characters save at their fighter level as noted under *Hit Dice*.

Fighting Ability:

BOOT HILL characters have fighter ability as noted above under *Hit Dice*.

Movement:

Base unarmored movement for *BOOT HILL* characters is 12"; horses are all light.

Turn Sequence:

Use the normal *AD&D* turn sequence unless both sides are using firearms, in which case use the *BOOT HILL* turn sequence and first shot determination. For *initiative*, add +1 to *BOOT HILL* characters who are unarmored and using firearms.

Weapon Range:

BOOT HILL inches convert to *AD&D* inches (").

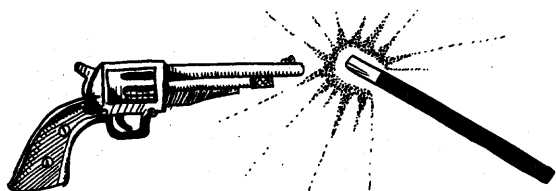
Rate of Fire of Firearms: Use the rate of fire shown in *BOOT HILL* as the number of shots allowed per round, with NO penalty for firing more than one shot. As the round is a full minute, you may optionally allow DOUBLE rate of fire, with a -10% penalty for all shots fired above the standard rate of fire, the penalty being cumulative, i.e. 3 extra shots = 30% penalty on each extra shot. *Reloading* rate equals segments per round, so that any firearm can be completely reloaded in 1 round.

**FIRST SHOT DETERMINATION BASE NUMBER ADJUSTMENTS:**

(1)	Weapon	Speed Factor	=	Rate of Fire	=	Weapon Class
		8-13		½		VS
		6-7		1		S
		5		2		BA
		4		3		A
		2-3		—		F
		1		—		VF

(2) Adjustment For ACTUAL Armor

Armor Class Due To Armor Worn	First Shot Determination Modifier (Penalty)
10	0
9	-1
8	-2
7*	-3
6	-4
5	-5
4	-6
3	-7
2	-8



*All magic armor is classed as AC 7 for purposes of this determination. Note magic rings, bracers, and similar protections which are not armor equate to AC 10 for this purpose.

Hit Determination Modifier

Armor	Class*	Modifier
10		0
9		-1
8		-1
7		-2
6		-2
5		-3
4		-3
3		-4
2		-4
1		-5
0		-5
-1		-6
-2		-6
etc.		etc.

*Special Note: Do not include dexterity bonus to armor class for purposes of modifying hit determination.

Wounds: Each hit causes damage as follows, several hits from the same weapon being computed separately:

Weapon	Damage	S	Range Modifier		
			M	L	E
Arrow, tomahawk hand axe), etc.			ALL AS IN A&D		
Derringer	1-4	+2	+1	0	0
Other Hand Gun	1-8	+3	+1	0	0
Shotgun	1-10	+2	0	-1	-2
Scattergun	1-8	+1	0	—	-2
Other Shoulder Arms	2-8	+2	+1	0	0
Gatling Gun	1-8	+2	—	0	—
Cannon (cannister)	3-12	+4	+2	0	—
Dynamite (per stick)*	4-24	—	—	—	—

*No saving throw allowed. You may optionally allow a save, treating the explosion as if it were a fireball, but damage base must then be increased to 6-36 hit points.

Transferral of Firearms to the AD&D Campaign: Unless the DM desires to have gunpowder muddying the waters of his or her fantasy world, it is strongly urged that *BOOT HILL* firearms be confined to specific areas, and when gunpowder is brought into the fantasy milieu (out of the confined area of the special adventure) it becomes inert junk — ergo, no clever alchemist can duplicate it. Likewise, dynamite and similar explosives become inert.



Any circumstances not covered here can be extrapolated from *AD&D* works and/or the revised version of *BOOT HILL* as applicable. Imaginative *BOOT HILL* referees might well find that some *AD&D* monsters and characters will prove interesting inhabitants for old mines or hidden valleys. Enjoy your adventure . . .

The GENCON brochure which appeared in the July issue of *The Dragon* has a minor error. The Racine Motor Inn and the Holiday Inn in Kenosha will have shuttle bus service to and from the convention, as well as all other motor inns listed in red. Aside from this minor error the convention brochure is accurate in the information it contains.



Phil Neuscheler

Miniatures are not necessary for *D&D*, but can contribute interest to gaming. This is the first article in a series that will emphasize free creativity in miniature modeling. This article discusses figures in general, and where to obtain them.

START WITH AN IDEA

Choosing your figures is the first step in preparing a set for *D&D* play. In order to have the most active choice, you should begin with a firm idea of what you want. Most fantasy gamers buy quite a few miniatures early on without putting much thought into the types of characters they will actually use in gaming. As a result of this hasty purchase, often on impulse, they never prepare and use their miniatures in actual play, and would have been better off to never have purchased their figures in the first place. Buying miniatures without an idea of what you really want is like going grocery shopping without a list. You may not get what you need, and instead buy a lot of useless things on impulse.

The best way to decide what figures you want is to play *D&D* a few times without figures. This will acquaint you with rules, role capabilities, and with your own gaming interests. You won't need a lot of fighting man figures if you intend to adventure as a wizard with only a few gnomes as company. On the other hand, lower level clerics and magic users need protection, and a horde of fighters will increase their chances of survival.

CHARACTERS VS. MONSTERS

When you have small amounts of cash to start with, you may wish to get adventurer character figures first, and use a substitute for monsters in your miniature games. After all, you will continue to play your own character(s) no matter what kind of monsters you encounter, so you'll use the character figure more often than any individual monster. Monsters are simply not cost effective. You can often buy 8 or more character figures for the price of a single good sized monster. If you only have 3 or 4 monsters, you'll have a tendency to use the same ones over and over. Play could get monotonous once players figure out that there is a red dragon around every third corner.

The character figures that are on display at your local emporium, will not always include all the types that you want. The most popular castings are often on backorder, and can't be obtained in the store. You may want an alternative source of figures. To assist fantasy modellers, a list of manufacturers whose figures are suitable for fantasy gaming is

included with this article. All of these firms publish catalogs and sell through the mails. By ordering through the mail, you can get figures that are different from anything that is currently stocked in your local area. However, it's always best to have an idea of what the figure looks like before you order. The names of the castings do not always give an idea of their appearance. Unless illustrations accompany the catalog, you may be dissatisfied with what you get after the long wait for delivery. A few representative figures are shown here. They're illustrated in approximately the same scale for comparison.

A GOOD FIGURE

You can spend a lot of time on a casting and still not have a good finished product if the initial casting was poorly made. There are certain criteria that define a good casting, and comments are made on each manufacturer's products in the list that follows. Each manufacturer produces several series or "lines" of castings — often using the same artist to produce the figures. Variance is the usual thing rather than consistent quality throughout a line. No manufacturer has any line that is really excellent throughout, although many individual castings are strikingly beautiful.

Miniature figure sculpting is an art form just as full sized sculpting in marble. For *D&D* fantasy gaming, you should look for several points to decide whether an individual casting is really worthwhile.

SCALE: 25mm should be used as the height of a six foot tall man. Figures for hobbits, elves, hobgoblins, and giants will be taller or shorter than 25mm in proportion to men. The heights of each type of character are defined in TSR publications.

ANIMATION: The casting is much more interesting if it has an active, animated pose. Fantasy figures should have a dash and swirl of their own, and not be limited by austere court ritual or stiff military positions.

CRISPNESS: Most of the early figures were sloppily done, with droops, bulges, and bubbles of material that distracted from the figure's features. With injection casting methods and good molds, there is no excuse for this, especially since it makes the modeler's work harder.

DETAIL: As modelers become more capable, greater detail is more rewarding since it allows the modeller to test his skill and produce a more satisfying finished piece.

SWAP YOUR EXTRAS

Since character castings come with two or three of the same casting in the same package, swapping is the easiest way to broaden your collection. After you have invested five or six dollars and accumulated

two or more packages of castings. you can trade the extras off. If you're ever in the position to trade painted castings for unpainted ones, you should know that a well painted casting should be worth two or three times the value of an unpainted one. A poorly painted casting, however, is hardly worth more than an unpainted one. You'll know by appearance, whether any particular casting is a good job.

This article has touched on several subjects that will interest the miniature modeller at the very start of fantasy modelling. Characters, their types, and sources of miniatures were all covered. Later articles in this column will cover modification of miniatures and other more advanced techniques. Your own suggestions and questions can be answered also — just write to the author (care of *The Dragon*) (directly at 1600 S. Eads St., Arlington, VA 22202), and questions will be addressed in FANTASY SMITH'S NOTEBOOK.

DEFINITIONS FOR FANTASY MINIATURES

Fantasy Figure/Miniature — A full round miniature statue that can be used in 25mm scale fantasy gaming.

Ancient Fantasy — Fantasy that takes its inspiration from the ancient past (5,000 BC to about 800 AD) rather than the more recent past, the present, or space combat of the future.

Scale — A means of representing a larger item by a specifically sized smaller one. In the fantasy miniature scale, 25mm represents 6 scale feet, 4 mm = one scale foot, and one mm = about 3 scale inches. The concept of scale and how it affects *D&D* play will be covered thoroughly in a future article of this series.

Monster — Potential opponent met during fantasy roleplaying play. The "monster" may be manlike or otherwise.

Modelling — Preparing and painting miniature figures. This is not always as easy as it sounds. When extensive modifications are required in a figure or when figures are built from scratch, a considerable amount of imagination and craftsmanship are required.

25MM FIGURES FOR FANTASY GAMES

(All opinions are those of Author and not of Editor or staff of DRAGON magazine. Names of specific lines by individual manufacturers are underlined. Each line vary in quality. If a manufacturer puts out a poor line, the same manufacturer may also put out a very good one.)

U.S. AIRFIX, AVA International Inc.,
65 Depot Drive, (P.O. Box 7611), Waco, TX 76710

Airfix *Ancients* and *Medievals* make excellent elves since they are in HO gauge scale (20mm high), rather than in the fantasy standard 00 gauge scale (25mm high). AIRFIX has the added attraction of providing 15 or more 20mm figures for about \$1.98 (or 12¢ per figure) rather than the 25¢ to 60¢ per figure charged by other manufacturers. AIRFIX is therefore excellent for low budget starting, but only for elf types due to scale limitations. Recommended sets are Robin Hood (#1720) and Ancient Britons (#1734).

ARCHIVE MINIATURES,
P.O. Box 93, Burlingame, CA 94010

Fantasy Figures are generally good, but often are afflicted by stubbed hands that appear leprous. You will have to modify these if you prize detail. After all, would you hire a leprous wizard? Archive is especially excellent for the following: Griffons, Centaurs, and Pegasis.

GARRISON (GREENWOON & BALL)
61 Westbury Street, Thornaby on Tees, Tees Side,
BRITAIN

Ancients, Swords & Sorcery High Standards, fine castings, but not generally available in the US. Distributed through Coulter - Bennet of California.

GRENADIER,
P.O. Box 305, Springfield, PA 19064

Medievals can be used as fighters, but beware of warning below. *Wizards & Warriors* were developed for fantasy gaming and have character pieces that are not available from other sources. This series not always in scale according to the heights contained in *Advanced D&D*. For instance, fighters are often 30mm rather than the normal 25mm, and elves are the same size as men. Grenadier either believes that fantasy miniaturists are too stupid to notice the difference or that it really doesn't matter, after all. *Gamma World* may provide some interesting monsters.

HINCHCLIFFE MODELS LTD.,
21 Station Street, Meltham, Huddersfield, Yorks HD7
3NX BRITAIN

Ancient and *Renaissance* lines can be used as fighters or modified effectively and easily for other characters. Fine detail, distributed through Heritage, but may be due for a change in distributors.

HERITAGE MODELS, INC.,
9840 Monroe Drive, Building 106, Dallas, TX 97220

Fantastiques are the poorest castings on the market: poor animation, mediocre execution, bad workmanship, inferior conception. Don't buy them unless they're heavily discounted. *Lord of the Rings* is excellent, well detailed, readily available: one of the best on the market. *Star Trek* is not generally applicable, but can be used for conversions and the monsters are interesting. *John Carter, Warlord of Mars* has some characters that are immediately applicable, especially in thief and cleric roles, *Dixon Miniatures* has a series of Japanese Samurai that can be used in fantasy play.

JACK SCRUBY'S MINIATURES,
P.O. Box 1658, Cambria, CA 91324

Scruby has been making wargaming miniatures since the early 1950's. His figures are mainly used by wargamers, but the finely detailed figures could also be used as character figures, especially if you want mounted figures.

MARTIAN MINIATURES,
P.O. Box 447, Copperas Cove, TX 76522

Superb detail and animation, best source of smaller figures such as gnomes. *The Fantasy Trip* (15 mm) has 18 different sets of figures. Note that a dwarf in 15mm is the same size as a gnome in 25mm. *Fantasy 15s* has 30 different figures; *World of Fantasy* has 25 different figures.

MINIATURE FIGURINES LTD (MINIFIGS),
Box P, Pine Plains, NY 12567

The American factory of a well known British firm, Minifigs produces over 3000 historical figures. Esp. of interest to *D&D* players are two series: *Dungeons and Dragons*, specifically authorized by TSR, includes about 100 different figures that are especially clean and easy to paint. They are the best for beginners. *Valley of the Four Winds* includes more than 400 figures inspired by weird Flemish painters Brueghel and Bosch: skeletons, devils, disgusting monsters.

(con't on page 16)

ARMIES OF THE RENAISSANCE

Nick Nascati

Part IV — The English

England's insular position has, throughout history, made it slower to adopt new trends than its brothers on the continent. Nowhere was this more apparent than in the military sphere. Up to the reign of Queen Anne, (1701 - 1714), the English army remained a curious mix of medieval and modern ideas, fortunately molded into an efficient fighting force. Here, we will attempt to examine the major trends in English military development, and how it effected and was affected by developments on the continent.

The first and foremost factor in England's rise to power was the adoption of the Welsh Longbow during the reign of Edward I in the 13th century. Its effectiveness in the Scottish Wars, when properly coordinated with cavalry, was devastating. Many a Scottish warrior, and later French Knights, died with a cloth-yard shaft in his breast, a mute testimony to the skill of the English yeoman.

Through succeeding reigns up to the early 17th century, the longbow remained an important part of England's armory. Muster rolls, from Queen Elizabeth's reign, show a fair proportion of longbows, along with musket, pike and bill, and the royal guard always contained large numbers of archers. It was not until improvements in infantry firearms and armor made them vastly superior, that the English finally accepted the fact that the day of the longbow was past. It is interesting to note, that during the "Wars of the Roses", when both sides used essentially the same weapons and tactics, that battles were not decided by longbow volleys, but in fierce and bloody melees with maul and polearm. The memory of the longbow's power was so strong in the military mind that Benjamin Franklin would seriously suggest its adoption as the national weapon of the American forces during the Revolutionary War.

English ability with other weapons was not to be passed over lightly however, for the combination of bill, pike and musket turned back many a determined charge. In fact, the English gained such a reputation for discipline and courage during the 16th century that they were as eagerly sought after by their allies, as they were avoided by their enemies. English troops seemed to wear less armor than other European armies; infantry often wore nothing more than a brigandine of jacked leather with a motion or cabaset for their head. Pikemen, following continental practice, usually wore back and breastplate, and tassets protecting their thighs.

By the time of the Civil Wars, the English forces presented a "proper" continental appearance, officered by men who received their training in the Low Countries and France. By this time regiments were normally made up of one-third pikemen and two-thirds musketeers, other hybrid weapons had by now faded away. It was during the Civil Wars that the familiar red coats came into widespread use, and in fact became a national uniform with the creation of the New Model Army in 1644-45.

If any arm was truly neglected by the English, it was their cavalry. Historically, the English have been a nation of foot soldiers, and in their Civil Wars, cavalry played a small, though often significant role. On the continent however, the English found the need for numbers of quality cavalry. By Queen Elizabeth's reign, English and Scottish lancers, though few in number, were highly regarded by their allies, and more often than not, decided the tide of a battle by a charge at a decisive moment. Armor, for the cavalry of Elizabeth's reign, ranged from chain-mail or jacked leather for the light horse, to three-quarter cuirassier armor on the lancers.

From 1645 to 1698 the English military went through a phase of constant change and improvement. Uniforms altered in design and cut, armor reduced to the barest minimum and the red coat almost univer-

sally accepted as the trademark of the British soldier. The English troops, who fought in the Low Countries under William I from 1689 to 1697, were tough professionals, and under leaders like Monmouth and Marlborough, they saved many a close situation. Their courage is dramatically shown in the fact that casualty lists almost always contained a higher proportion of British dead than any other.

In 1698 however, disaster struck. The War of the Palatinate (The War of the League of Augsburg), ended in 1697 with the announcement of the Edict of Nantes. The English people, embroiled in warfare of one sort or another since 1640, were sick of fighting and the constant drain on their purses. They demanded that William and Parliament reduce the army to its barest possible level, approximately 9,000 men, to defend the island. William pleaded with the people to reconsider their request, pointing to the political situation on the continent, Spain in particular, as just cause to keep the army up to strength. Fortunately, the answer to the crisis came from the continent. In 1700 Charles XII, King of Spain, died. The claimants to the throne included a relation of Louis XIV, thus the new King could rule France, Spain and the Holy Roman Empire at one time, wielding immense military and political power. Louis XIV followed this event, by formally revoking the Edict of Nantes, and German and Dutch troops mobilized for war.

In the midst of this sudden outbreak of war fever, with England preparing to respond to calls from the continent, William died, leaving the country in the hands of his capable successor, Queen Anne. She vigorously pursued the war policy and urged the country to stand behind her and her general, the Duke of Marlborough. The English troops that Marlborough took overseas were well drilled parts of a finely tuned machine, the likes of which had never before been seen on the European continent. Marlborough's "Red Caterpillar", as the immense column of troops was known, ushered in the beginning of a new era in warfare, that left behind the pike and arquebus, and brought to the fore bayonet and Brown Bess.

Next time: Part V The Armies of Eastern Europe

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**These are both unpublished manuscripts, N.F.N.*

Fantasy Smith (con't from pg. 15)

RAL PARTHA ENTERPRISES,
3726 Lonsdale, Cincinnati, OH 45227

Generally excellent productions with interesting poses. *Fantasy* figures have over 100 personality types for D&D gaming. *Royal Armies of the Hyborian Age* has 60 different fighting men, often in hard to find, unusual armor/weapon combinations. New, upgraded *Collector's Series* features detailed castings of dwarves and elves. The elves are too big for normal fantasy 25mm scale as defined in *Adv. D&D*, but make fine human characters.

ELVISH TACTICS IN FANTASY MINIATURES

Lance Harrop

In the real world, tactics are determined by the state of the art of arms and armour production, meaning the weapons decide the combat style. In a fantasy world we have the option of reversing the procedure, using recognized tactics to determine the arms and armour used. The Elven-kind are a good choice to apply this method to, for they have commonly perceived tactics.

Before a discussion of tactics, it is a good idea to go a step back and study those aspects of Elvish physiology and society that cause these tactics. Elves, compared to men, are a little smaller, lighter of build and longer-legged. Because of this the elven people tend to be fast moving, lightly armoured, striking troops. The well known Elvish ability with a bow makes this weapon a major element in Elven tactics. This weapon furthers the striking capacity of the elven troops. Disregarding the Elven fury for a moment, Elves do not tend to be blood thirsty individuals, not looking to maim and butcher their enemies, but to harass and demoralize them. All these affect basic elvish tactics, creating a system common to most Elven peoples.

Tactics

Elven tactics center around the use of light, fast, small, well trained units. These units would be armed with bows and be used to harass enemy formations, especially on the march. Elvish light cavalry acts much like cossacks. These bow units would be grouped with spear and shield troops, both in the mounted and unmounted cases. Because of their faster speeds, elves will try to put the enemy at a disadvantage when choosing a battlefield, the elves usually picking one that favors their smaller formations. Elves would fight in woods only if they feel they need the advantages gained there, for they don't want to give the enemy a chance to despoil the forest. When fighting on the battlefield the elves employ their medium troops, armed with spears and long swords. These troops would fight in shallow formations, 4 or 5 ranks, but with large reserves which can move quickly to relive a dangerous weak spot. The light troops would be on the flanks trying to harass and outflank the enemy. The main reserve would be of heavy elvish infantry, armed with very long spears. Sometimes medium armoured archers would be employed in the lines.

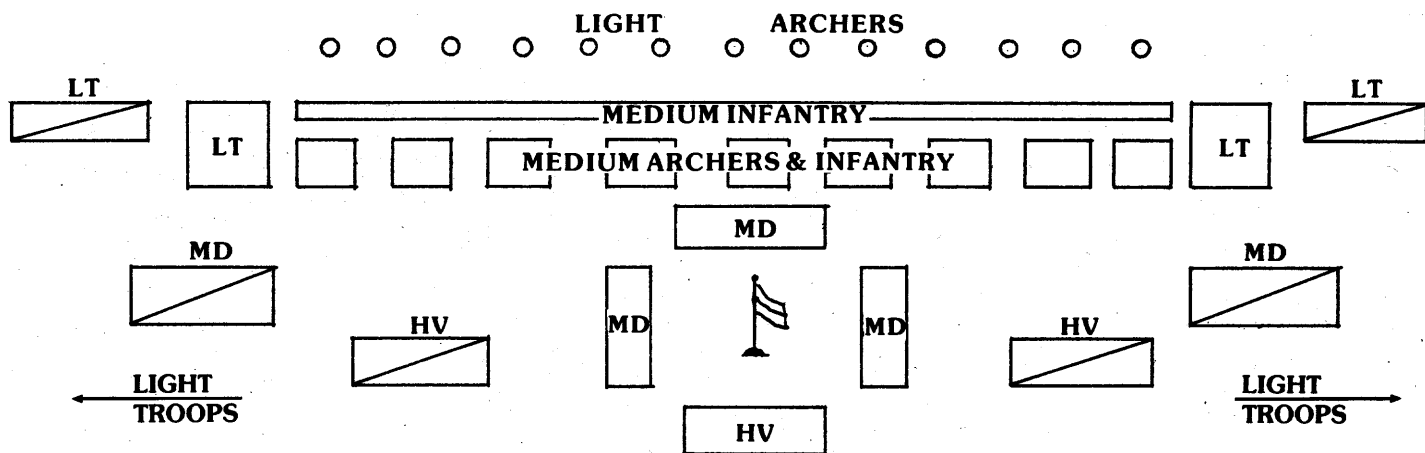
Cavalry

The deployment and use of medium and heavy cavalry is complicated by elvish nature and habits. In Tolkien, there is a reference to Gandalf riding "elven style" on Shadowfax. Elven style means riding without saddle or bridle. It is safe to assume elves do not lose any speed or mobility for this, since they are better riders than humans are, and can talk to the horses as well, thus light cavalry would not suffer. But heavy and medium cavalry are shock units, and they rely upon a good seat, especially when charging with lances. Thus elves, riding stirrupless, would be at a disadvantage. There are two ways to deal with the problem. One is to assume that elves will use saddles, stirrups and bridles in battle meaning they would have heavy and medium cavalry. The other is to view heavy and medium cavalry as mounted infantry, able to move into position fast and then dismount to fight. I find the second more likely for it is doubtful that an elf would actually endanger the life of his horse in a charge. In short, the type of troops are:

Light archers — fast moving harassing troops
Light infantry — protect light archers
Light horse archers — harassing troops
Light cavalry — harassing troops
Medium infantry — main line battle troops
Medium archers — often second rank in battle line
Heavy infantry — reserve, made up of elite troops
Medium mounted infantry — fast deployment battle troops
Heavy mounted infantry — fast deployment reserves
Medium cavalry — shock troops
Heavy cavalry — elites, elvish knights

Arms

There are three types of weapons used by elvish armies; the bow, the spear and the sword. The size of these weapons vary with the troop types. Light archers use the full-sized elven bow, and carry a rapier-sized sword. Light infantry carry an eight foot spear, and a slightly heavier sword. Light cavalry carry a horse bow and sword. Light cavalry carry an eight foot spear and sword. Medium infantry carry a ten foot spear and long sword. Medium archers use the elven bow and long swords. Heavy infantry use a twelve foot spear and a hand and a half sword.



Elvish Kindreds

This article so far has treated elves as one kind of people, but elves are usually viewed differently than this. Here are some changes to make to specialize each type:

Low elves: often called wood elves, tend to have more light troops. They often fight in woods. There is little heavy infantry in their army, usually just a few nobles. They would use heavy and medium horse as mounted infantry rather than cavalry.

Middle elves: called grey elves, are about as the article suggests. They too would use medium and heavy horse as mounted infantry.

High elves: have fewer medium troops. Instead they use heavy infantry on the line. These elves would have medium and heavy cavalry. More of their light troops would wear leather.

Sea elves: those who sail ships, are like high elves except they have no cavalry.

Half elves: would be composed much like middle elves, except their horse would be shock cavalry.

Dark elves, or evil elves: if you want to employ them, use their horse as shock cavalry.

If you have a special kind of elvish race simply adapt the troop composition to their nature.

Painting Guides

Some elvish colour to add to your army:

1. Elvish armour should be silver, steel or dark metal, other types of metal are rarely used.
2. Elves use silver as an indication of rank, not gold.
3. Elves use tan or brown leather, not black or red.
4. Elvish flesh shades from light to dark going from high elf to low. Sea elves have a dark complexion.
5. Evil elves can have whatever colour flesh you wish, pale white, black or brown.
6. High elves cloth colours are rich blue and white, with some other colours mixed in.
7. Middle elves colours are green and white, with some tans.
8. Low elves colours are dark green and tan, with some browns.
9. Sea elves colours are sea green and sky blue, with sea blue and sea spray white (an off-white).
10. Dark elves wear browns and blacks, with some tan.

Gaming Elves

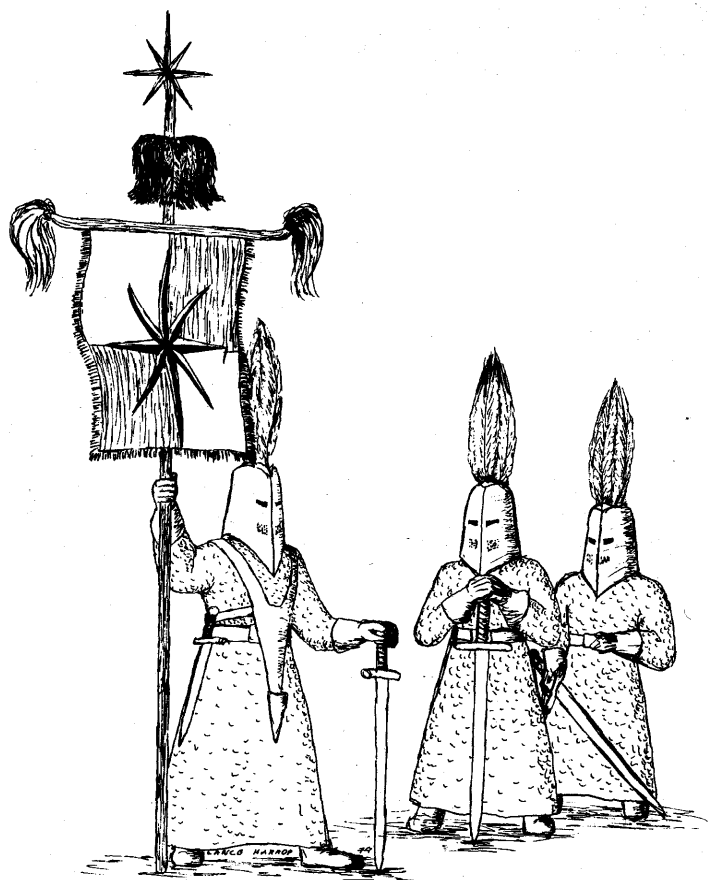
This article is about gaming elves, but here are some additional points:

1. Do not demoralize elves for having their lines broken. They are not concerned with having a unified front.
2. Establish conditions for igniting the elven fury, and determine morale effects for it.
3. Naturally elves are effected by the presence of natural enemies.



ELVISH GENERAL STAFF

GUARDSMAN 1st Foot Guards	CAPTAIN of the Light Horse	MARSHAL of the Army	GUARDSMAN 2nd Foot Guards
MESSENGER	CAPTAIN-GENERAL of the 1st Foot Guards,	CAPTAIN-GENERAL of the 2nd Foot Guards.	PAGE



Medium mounted infantry would have a long sword and might carry an eight foot spear. Heavy mounted infantry carry the hand and a half sword and short spear. The medium and heavy cavalry carry lances and sword appropriate to their type.

Armour

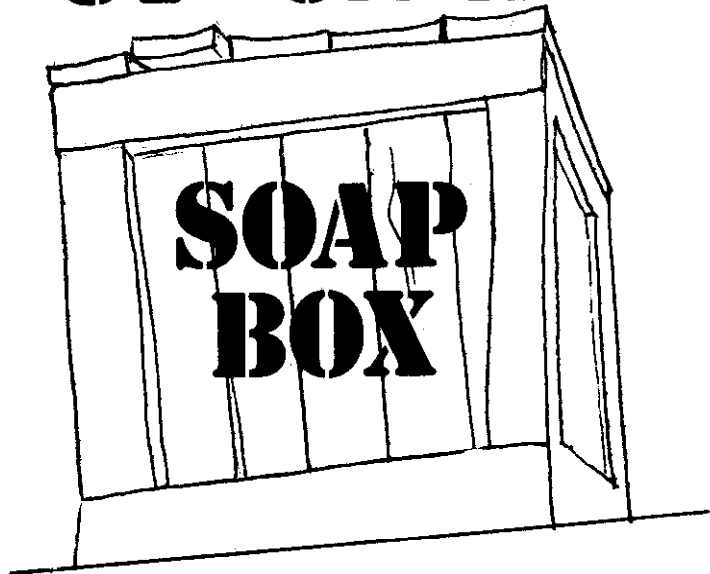
The light troops usually are unarmoured or wear short leather jerkins, about 50-50, and carry shields when appropriate. The medium infantry and cavalry wear short chain shirts and carry medium shields, the archers carry shields, too. The heavy troops wear long chain byreans and tall helms, with large shields. No elvish troops wear leg armour.

Elven Fury

All these tactics are the normal way elves fight, but elven fury changes this. When elves fight they do so with a quiet calm and somewhat detached manner, which only serves to annoy their enemy who usually have to whoop and holler to get their nerve up. But when elves are truly angered they are a horrifying sight to see. Their eyes begin to glow with power and their faces become hell to behold. They begin to sing war chants in massive unison. Most ancient enemies realize that they are in a lot of trouble when they hear those chants.

The change in tactics is based on the aggressiveness caused by the fury. The medium infantry fight in longer, thicker lines, with heavy infantry holding the center. The light cavalry hold the flanks, while the medium and heavy cavalry are reserved. The light archers skirmish in front of the battle line, then fall back through when contact is about to be made; the horse archers still harass the enemy flanks. The light infantry are held in reserve, ready to move to any weak point in the line. The medium and heavy cavalry stand ready to charge through any large gap in their lines, giving the light infantry a chance to seal it.

UP ON A



CONVENTIONS: THE MANUFACTURER'S VIEW

Gary Gygaz - TSR Hobbies, Inc. President

Lately there have been some unfavorable comments from dealers and hobbyists regarding manufacturer convention attendance. Both sources seem to view the manufacturer/publisher as a fat-cat or profit-taker. While I cannot speak for the industry, I can say a few words in behalf of TSR Hobbies, Inc.

One of the principal attractions at a convention are the exhibitors. This is especially true when the convention attracts many publishers and manufacturers who are showing new items at the convention. In effect, it requires quite a number of manufacturers and publishers, and their "name" personnel, to assure that any big convention is a success. Attendees are disappointed, to say the least, if their favorite company fails to show. Thus, convention sponsors and the conventioners put considerable pressure upon the publishers and manufacturers to attend. The goodwill generated from "showing the flag" is considerable. Still, considering that there are probably half a million game hobbyists, and perhaps no more than about 10,000 different gamers attending the major conventions, half of whom will be the biggest show, the overall portion of the market reached by exhibiting is 1% to 2% or so. Even if this "hard core" represents a disproportionate share of the market in dollar volume of their purchases, 2½% to 5% is not earthshaking. Yet, whenever TSR attends a convention, we must assume that the advertising and goodwill generated there will be considerable, and be prepared to write off a considerable sum as expense incurred advertising.

It costs much more in time and money than most people realize to attend a convention. Assume that the decision is made to attend a convention in 1980. One or more persons must then begin spending small amounts of time to determine what new release will be shown there, who will represent the firm, what merchandise will be taken, where these people will stay, and so forth. As the convention date draws near, an inventory must be made of merchandise taken, the products shipped or packed, and displays readied. Arrangements to run tournaments must be made, and in our case, special games need often be prepared. The personnel attending the convention are unable to do their routine work, and this means from one to three days time is lost in normal production—that figure is per person attending, of course. Here is an estimate of what it costs to send four employees to a convention 800 miles distant from TSR's headquarters:

Pre-convention work: 5 days @ \$40/day \$200
Miscellaneous expenses (ads, postage, etc.) 100

Round trip mileage in van: 1,600 miles @25c/mile400
Salary for employees: 4 days travel time # convention
days @ \$40/employee/day1,120
Motel room costs: 2 rooms @ \$50/night each
x5 nights.250
Meals: @ \$15/person/day x7 days420
Post-convention unloading, inventory, and accounting:
1 day @ \$40/day40

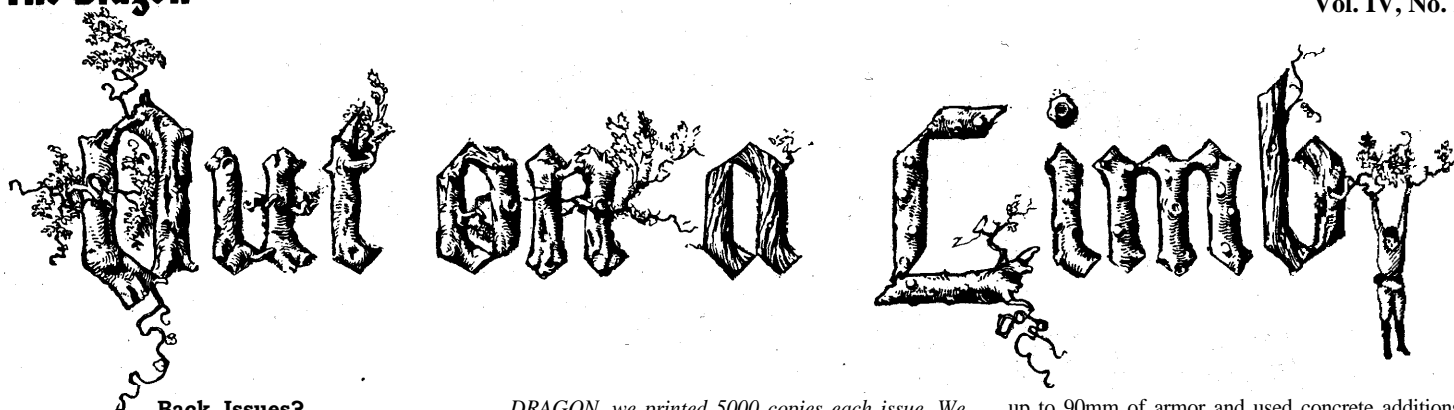
TOTAL EST. AVERAGE COSTS \$2,530

Let us say that with care that that can be trimmed to a modest \$2,000. That sum does not consider booth costs or lost production time, but let's also assume that the personnel who are being sent are not presently engaged in hot projects, and that they are efficient and conscientious, so that only *four man-weeks* are actually lost. When the exhibitor sets up the booth, they know that they will have to sell far many more thousands of dollars worth of products than a mere two *just to break even!* The actual cost of the items sold, taxes, royalties, and other costs eat up a fair portion of each and every dollar. In addition, the true fact is that *most of the sales made at the convention by the exhibitor would be made anyway!* If the conventioners don't buy from the publisher at the convention, they will buy from their local dealer instead. While such sales represent a lower margin for the manufacturer, there are no high expenses up front to be concerned about. Allow a generous 10% in additional new and impulse sales, and the dollar volume necessary to justify attending the convention is still very great indeed.

So why, you may well ask, considering the disruption, the loss of production time, the expense, and the sheer wear-and-tear on personnel attending, do publishers and manufacturers attend? Well, as already stated, there is the promotion and goodwill to consider. There is also the possibility of making new dealer contacts. Regular dealers also tend to come to the major conventions in order to pick up goods at the close of the show, so this helps even out the chancy nature of regular retail sales during the event. Finally, the last resort is write-off of expenses not covered by convention sales as advertising and promotion expense. Non-business considerations also apply. After all, most of us at TSR are hobbyists too, and we certainly wish to do all we can for the gamers and to promote the hobby.

The bigger the company, the more difficult it becomes to attend a convention due to the dislocation the whole thing causes. (This doesn't apply to the really *big* companies, of course, for they have full-time personnel just to handle this sort of thing, or huge ad budgets which allow the use of advertising firms to handle convention promotions.) In addition, the first line of convention attendance for such game hobby publishers or manufacturers must be the trade show—the HIA annual event in the winter, and possibly various other annual and regional toy and hobby shows. These are considerably *more* expensive than a gaming convention and require at least as much preparation and dislocation. The top personnel in the organization must be there, so it represents more salary cost and production time loss, too. These events certainly devour most of the money budgeted for conventions, because they represent the opportunity to make great gains in new market areas and write large wholesale orders. Even when the firm becomes much larger, the proportionate expense doesn't drop much, as space and exhibit costs are increased to meet the needs and status of the company.

In short, most exhibitors are at conventions because they love the hobby, in my opinion. The small companies do need the volume and exposure, but today there are a dozen or more companies that I feel certain only break even at best at the biggest gaming conventions. They come, not to steal dollars from their dealers, but to serve the hobby. The sales are not a greedy grasping of the hobbyists hard-earned dollars, but simply an attempt to offset the considerable expenses incurred of coming to the event, showing their wares, and putting on tournaments for the attendees. Game hobby publishers and military miniatures manufacturers are not altruistic, at least first and foremost, or else they wouldn't be able to remain in business for long. They are serving the hobby at least as much as they are serving their own ends, however, when they travel long distances (or even short ones) to exhibit at a gaming convention. For that, you can take my word!



Back Issues?

To the Editor:

Although the subject has never been discussed in the magazine to my knowledge (which is quite limited), I believe the time to discuss it is now as the situation continues to worsen. That subject is the one of back issues and their availability to the readers.

First off, I'd like to say that I have but three issues of your magazine, all almost the most recent, so this is written from a present point of view without knowledge of your past engagements on the subject. This is due to the fact that until recently I didn't realize your magazine was on the stands at a local bookstore. Now, I did know that it was available by subscription (always a questionable process in my mind), but I didn't subscribe thinking that a prospective magazine to collect might be torn apart in the mail. I do not know how you send out your magazine, with or without a protective cover, and I would like to know.

The first thing I noticed after buying an issue (#23), was that it would be impossible for me to complete a collection when all of the back issues were not available. This almost discouraged me from buying any more, but as the number of pages increased from thirty for \$2.00 to more like fifty in #25, I bought a couple more (#22 and #25, #24 was sold out when I got to the store.)

I am wondering why you do not offer reprints of back issues to the readers if the originals are not available. They would be as the originals if the quality was the same. There must be a demand for back issues. Over the years, the number of fantasy enthusiasts has increased quite a bit and so, proportionately, the number of readers of your magazine have increased as well. These additional readers are most likely interested in the old issues of "The Dragon" like I am and would be happy to buy your reprints. Many people need the information inside their covers to improve their games or just to complete a set. It is unfair to deny them the magazine because they found out about it later than the rest of the wargamers. Surely, the time element cannot be too much of a barrier. You should be able to fit the reprinting schedule between your regular printing schedule. How long can it take to print 8,000 issues? A price increase could result, since you are printing a smaller number of many different issues. Again, as long as it is within limits, the increase in price wouldn't prove too large a factor in lowering sales.

Of course, all of the above is assumption, as I am not a publisher, but a reader who hopes his ideas will be acted upon. I am sorry if I have made any unfair and/or incorrect analyses. Please make a wise decision for this affects many of your readers.

Lee J. Struglia — MO

Yours is not the first complaint of this type by any means, so I guess the time to explain this situation has finally come.

First, when we first started printing THE

DRAGON, we printed 5000 copies each issue. We didn't have sufficient warehouse space or capitol to print any more than that. And we certainly had no guarantee that they would sell even the first 5000. As demand and sales have increased, so has our print run.

Still, though, the consideration of warehouse space and capitol available is paramount. No publisher, with a unit cost as high as mine, can afford to print more copies than he expects to sell within a couple of months. So, we purposely run out.

The idea of doing reprints is economically unfeasible. To begin with, you cannot take a magazine that is two years old and expect to be able to simply print more of them. For one thing, some ads will be outdated — the companies might be out of business, the names changed, game titles out of print, etc. For another advertising rates are based on a given circulation or print run, therefore, none of the advertisers are entitled to extra printings.

Ours is not the only account that our printer has. If went to him and asked him to "squeeze" in another job, I may find myself with a hysterical printer, collapsed in a fit of giggles. As to how long it takes to print 8000 issues (our print runs are much bigger than that); a long time. To strip the pages, make the plates, correct the typos (not necessarily in that order), insert the art, physically print the pages, let them dry, assembly and binding, all of these functions require almost two full weeks. That is not taking into account all of the typesetting that must be done each month. You have to remember, you're not talking to TIME-LIFE Publishing here, but rather, a small, growing concern.

All is not lost, though. In this issue you will find an ad for THE BEST OF THE DRAGON. The best material from all of the OP TD's will be included. — Ed.

Cross of Iron Errata (?)

This letter is in response to an article that appeared in the last issue of LITTLE WARS. As we have absorbed LW into TD, its place is on this page now.

Dear Editor:

The following suggestions represent some revisions to *Cross of Iron* that need to be made:

1. In addition to the range limitations on the T34176's weapon that were suggested in another letter, it appears that the 76.2mm tank gun deserves a "6" kill-number and should be treated as a "76" weapon (the 76.2mm L/54 ATG should be treated as a "76L" due to its barrel length and awesome lethality). This suggestion is based on the fact that the 76.2mm L/41 gun attained a muzzle velocity and penetration characteristics very similar to the German 75mm L/43 (a "75" weapon in *COI*, but the 75mm L/48 German weapon (which is rated a 75L and equivalent to a 76L) was considerably more deadly (30% higher muzzle velocity than the 76.2/41).

2. The *StuG III* has been rated as a "0" frontal armor DRM in *COI*, even though later models had

up to 90mm of armor and used concrete additions to "slope" the vertical plates. Players should treat the frontal armor on 1942 and later *StuG*'s as "+1" class (*Jagdpanzer IV*'s deserve a "+3").

3. It's always interesting to note that despite the rap on Tigers that they were slow, hard to maneuver and very mechanically unreliable, in wargames one is almost always able to move Tigers just like they were Mark IV's due to the speed similarity (about the same maximum rated road speed, which leads to similar cross country speeds).

Leon Tucker, in his *Brew Up* armor rules, has done what appears to be a fairly thorough study of realistic tank speeds, and feels that the Tiger was only capable of about 2/3 the speed of a Mark IV (or about a "9" in terms of *COI* movement factors).

Please also note the *COI* speed of an *Elefant*; I believe it rated an "1" (I misplaced my *COI*, so I'm guessing every once in a while), which is dangerously close to the Mark III if one believes the stories regarding the *Elefant*'s similarity to its namesake.

4. Tanks with 75LL and larger guns usually needed a fairly heavy turret to absorb the recoil forces, which led to comparatively slow rates of turret rotation. Players who have a little brain cell space free after remembering all the other *COI* rules might therefore like to increase the "out of covered arc" modifier for tank fire to a "+4" for the heavy tanks (and the *Fireflies*, too, when they show up).

5. During WWII, Russia received over 13,000 tanks from England and the U.S., a fact that is not widely recognized due to Soviet "vanity". Among the AFV's they were "given" were *Matildas*, *Churchills*, *Stuarts*, *Grants*, *Shermans* and a few other varieties.

While the English tanks will be available when *COD* (*Crescendo of Doom*) comes out, *COI* players who'd like to throw in a few *Shermans* from their *SL* game should decrease the speed to 14 and give it frontal/flank armor DRM's of +1/0. The *Sherman* tank gun rates a "75" classification, with no normal kills allowed against "+2" or greater armor and a range limitation of 15 hexes against "+1" armor (crew survival of 6).

We hope you'll excuse the excessive verbiage, we meant well but our style is admittedly atrocious. Since *COI* is great but has a few "sore spots", we're sure that players will continually improve the system and data until it becomes the best game system for large unit contests.

The Big MAK (Mechanicville Afrika Korps)
Mechanicville, NY

Not much I can add to this . . . any dissenters? — Ed.

Weasels with Guns?

Dear Editor,

In the *Dragon* #16 you had an article about *Metamorphosis Alpha*. In this article A. Mark Ratner said that mutated animals in the wild state did

not have manipulative paws, and that this was a problem.

This seems to me to be a little bit silly because to me, manipulative paws are not all that necessary in a mutated animal character. All of my current characters in *MA* and *Gamma World* are mutated animals and most of them are without manipulative paws, and those are the characters that I prefer to use, for a variety of reasons.

I find it quite enjoyable to rely on the natural weapons and mutations of my animals, rather than a protein disrupter pistol. It is my opinion that animals without technological weapons are more of a challenge to run because they are more limited to their own ingenuity and powers in a fight.

It seems to me that animals in *MA* and *GW* are superior to humans and humanoids because they do not need tools to survive. Besides, I don't care how intelligent my animal is, his inborn instincts will tell him that tools are unnecessary to his well-being.

Also, I think that manipulative paws are the last thing that an animal would develop in the wild state, as there is nothing that they could use them for.

It is a pleasure to me to forget about human desires for weapons and power and think as an animal would, using rudimentary logic and thrust instead of instantly attacking anything that is seen.

Perhaps I am taking the wrong approach to these games (a friend of mine said that weapons were fun to use because you could destroy things better), but a more peaceful and natural approach is the most enjoyable approach I have tried.

Ted Purves — IL

Well said! I always felt that arming animals with technological devices and weaponry was a cop-out on the part of the person running the game. I agree with Mr. Purves entirely — what about you readers? — Ed.

Dear Editor:

In the new (March 79) *Dragon* I found two distressing items. I will deal with them separately and rationally — I hope.

The first deals with the article by James Ward on damage permanency. In one corner you say that the rationale for hit points in *D&D* is different than in other games, because in *D&D* a character increases in hit points. You say later on that in *AD&D* that hit points represent the ability to avoid a fatal injury or blow. This includes fatigue, armor durability, fighting technique and fighting tricks learned. Lacking the DM book, I cannot speak for *AD&D*, but in *D&D* characters increased in hit points, too. And they healed at one point per day.

That method is an absurdity. Fatigue loss will come back in minutes or hours. Fighting technique will, if anything, get better with increased use. Fighting tricks may be useless against the same opponent twice (indeed, they should be), but they are not forgotten when some ogre nails you with a club.

Of course, your friendly cleric will come along and heal you of four points of fighting technique — a light wound.

Also, I see CON benefits for hit points. This stems from fatigue and actual health factors. But fighting technique of the thief surely is equal to or better than that of a cleric (or more properly, a member of a medieval fighting order). The cleric might be halier, bigger or better fed, but the main difference in fighting will be armor and weaponry, not the amount of fatigue. Thieves in stories (discounting Faf and the Mouser as exceptional) are usually excellent swordsmen if armed. And *AD&D* allows the sword to the thief; it isn't as if they can only wield daggers.

In essence, I am saying that the system needs a major overhaul, something you have not given it. For fighting technique one needs a viable way to parry or dodge. *D&D* lacks this.

The other complaint I have is with the Sorcerer's Scroll. I see this article as one in many of a series which is making TSR into a Judges' Guild organization. Random demons indeed! It would make more sense to give a list of demon noses than a d6 chart. Such charts are for the two types of DMs that run dungeons the worst: the DM sans imagination and the DM who rolls dice to absolve blame.

If you can't think of what a demon looks like, use the prerolled demons or none at all. If you lack the imagination to create dungeon denizens, do you have the imagination to create a dungeon?

Then there is the DM that rolls dice and points the blame to the plastic polyhedra. I like to be in control of my dungeons. This lets bias slip in, but I would rather be biased than let a group of wandering flesh golems slip into my first level where they do not belong.

To give an illustration: When I began to DM, I had a group of Pixies inhabiting a room in my second level. They had a magic sword (roll dice! 83! the life drainer!) which they did not use because it was too big for them.

So the party slew the pixies and took the sword. Whereupon the party commenced to destroy my dungeon. Lacking critical hits and fumbles (something *AD&D* sorely needs) the monsters rarely did more than d6, while the fighter did d6 and sucked a life level.

The obvious solution is to make the table more of a suggestion than a chart. But this is not emphasized in the games I have seen. There are times when dicing is necessary, there are times when it is useful, and there are times when it is a neck-pain and waste of time (combat, rolling *versus* characteristics, and demon generation being respective examples).

In the time it takes me to find my dice, roll them, index them to the table and write the result down, I can invent the random demon and it will make more sense to me than a snakelike, antlered, wrinkled, dogeared demon with huge flat red eyes, huge mandibled mouth, maned back, bristly skin, and an overall red skin.

This does not relate to the above, but to the over-abundance of demons in the game. There are too many demons attacking the wrong people. Demons, by their very nature, should either be involved with demon conjurers or be attacking the clerics/saints. Demon conjurers usually want info or spells from the demons, because they are too hard to control and make fight for one to deal with them. *AD&D* uses spirit-wrack and cacodemon as efforts to control this tendency. It does become very hard to work with demons, but only because the spells are of high level, not because the effort is difficult to keep going.

This brings me to a point that I didn't want to write about when I started this letter: spell points.

I HAVE HAD ENOUGH OF FORGETTING SPELLS!!!!!!

You reject spell points out of hand because one author uses a system whereby the spell is forgotten after casting. No other author uses such a system. To allow a mage to repeatedly cast a spell you make powerful implements such as wands, staves and rings. This makes two different magic systems (forgetting and storing) into one dubious believability and playability. I have seen dungeons where a mage walks in with a wand of magic missiles containing 20 charges that the DM used as a treasure because once the spell is used it is forgotten. For want of spell points one multiplies MU implement use incredibly.

And what of illiterate MUs? The Druid in *D&D* can somehow have a spell book, although his historical counterpart could not read. The absurdity is worsened by the material component rule. Spell points require less paperwork than do Sears catalogs of spell material components. If you would just look at the ease of recording current power next to current hit points in the game *Runequest* you would understand what I am saying.

One of the abilities of a good company is flexibility. I see little flexibility in TSR as regards rules innovations. *AD&D* is different enough from *D&D* to be an entirely new game. Some of the loopholes have been closed, but the newness is, to some extent, a facade.

You may consider this a hostile attitude. It is not. I am not a hostile APA reader with an axe to grind. I merely think that the game would more than likely improve if you innovated. I like it when SPI innovates. I have played their small unit tank games from *Kampfpanzer* to *Mech War* to *October War* to the new *Mech War*. Each is a new and better game. I don't stop playing one because the system is 'dated', but I do appreciate the *October War* was not a *Mech War* with a yellow map.

The graphics on *AD&D* may be excellent, but it still is mostly a 'yellow map' *D&D*. Glitches are still there.

Another problem I see with TSR is the problem of ripping off of game systems and calling them new. You get altogether too upset about such things. Saving throw is not a new idea. Role playing is not a new idea. Level and exp. points may be, but as ideas they cannot be effectively held onto. The same goes for 3d6 characteristics. It doesn't help a game that much to leave home the old ideas that work. A comparable demand would be Avalon Hill saying, "We first quantified strengths and made the odds CRT. That's ours now." I don't buy these kinds of arguments.

Nor can you complain if other game systems have door locking spells, for Gandalf uses the spell in *LOTR* against the Balrog.

A lot of fandom would appreciate you more if you would calm down and not spend pages of *The Dragon* yelling at APAs. We know that you have hassles, but I don't plunk \$2 on the counter for yelling in print. Do it by the mail or by the courts. I've heard enough of it.

In closing, I would like to recommend one thing more: let the goblinoids advance in experience levels like men. We at the NAAOP (figure it out) think you treat Orcs like whites treat blacks (and worse). There are fourth level orcs out here, heaving Grond out of my basement.

If you print this, do us all a favor and don't edit out of context.

Marc Jacobs

Gee, it's always so much fun getting letters from unproven critics who think they have some inner track on "the way of things."

As to what may or may not be absurd, let me say this: if you don't like it, why give me all of this grief? D&D has always made a point of being nothing more than guidelines for structuring a game, and stating so. The point I made in the Editor's Note on the article in question is still valid. In terms of D&D, hit points were a much simpler concept. They were merely regarded as the amount of sufferable damage before death ensued. This was, admittedly, too simplistic. In a strict interpretation, this meant that characters increased in mass as they progressed, else how did they achieve the increase in sufferable damage, without more blood and tissue? Obviously, hit points meant a lot more than "woundability". Logically,

(con't on pg. 46)

Convention Schedule 1979

Edain Rally II (August 4) Thomas Jefferson Intermediate School and Community Center, Arlington, VA Sponsored by Edain Wargamers' Association. Contact: Edain Wargamers' Association, 138 Abington St., Arlington, VA.

Bangor Area Wargamers 3rd Annual Convention (August 4-5) at the University of Maine at Orono in Memorial Union, Lown Rooms. Miniatures, boardgames and *D&D*. Contact: Ed Steven, 395 Broadway, Bangor ME 04401 (207) 947-0280.

GENCON XII (August 16-19) at the University of Wisconsin Parkside, Wood Rd., Kenosha, WI 53140. This could be THE convention of 1979. Over 20 dealers. Over a hundred tournaments and tourneys. Not to mention seminars, open gaming, and workshops. Pre-registration before July 25 — \$10.00. At the door — \$15.00. Special GENCON XII information packet available. Contact Joe Orlowski, GENCON XII Coordinator, PO Box 756, Lake Geneva, WI 53147.

WVU Simulation Games Con (September 29-30). 18 tourneys, five dealers, flea market, and painting competition. Contact: B. Bullinger, 240 McLane Ave., Morgantown, WV 26505.

WINTERCON VIII (November 16-18) The winter version of Michi-Con. WinterCon is sponsored by the Metro Detroit Gamers. Has all the usual features. Contact: MDG, 2616 Kenwyck, Troy, MI 48098.

WarCon '80 (February 1-3, 1980) at Texas A&M University Memorial Student Center. Largest annual wargaming convention in the Southwest. Sponsored by Texas A&M Gaming Club. Contact GROMETS, MCA Recreation Committee, Box 5718, College Station, TX 77844.

Simcon II (March 22-23, 1980) at University of Rochester, River Campus. Tournaments, exhibitions, Microgames, *D&D*, Diplomacy, Cosmic Encounters, others. Contact: Simcon II, Box 5142 Riverstation, Rochester, NY 14627

GENCON XII Status Report

The thing on most everyone's minds nowadays, is whether the car will run out of gas before it gets to the pumps. Luckily here in the Midwest the "gas shortage" is something you read in the newspapers and causes gas stations to close down a bit early on weekends. Whether gas supplies will be so abundant come the middle of August is anyone's guess, but it looks like the Midwest will be the last place in the Nation to feel any real gas pinch. If this trend holds for August it means that if you fill up your tanks on Saturday you should have no trouble getting on your way home after the convention. Not only that, but you will be able to buy gas for less than a \$1.00 a gallon! For those of you who forget to fill up your tanks on Saturday, the PAW information booth will have a list of stations that will be open Sunday Evening.

The GENCON Program (coming out the last week of July) will have over three times the number of events listed in the brochure. We were amazed at the number of events that have been rolling in in the past few weeks. It looks like we will have well over 100 game events, which is very gratifying. Unfortunately, we have had to drop one event that we had hoped to put on for GENCON XII — that being the Avalon Hill Classic. We simply could not find competent judges who would be available to judge the event. That is why the Classic was not listed in the brochure. We will be having a number of smaller tournaments taking the Classic's place.

We will be mailing out your confirmation packets on July 25th, anybody who pre-registered and did not receive their confirmation packet by August 5, please contact me at (414) 248-3625. Anybody needing help finding the convention site please contact the PAW at (414) 553-2013.

Any person who needs information on GENCON XII or still didn't get their information packet can write: GENCON XII, c/o Joseph G. Orlowski, POB 756, Lake Geneva, WI 53147.

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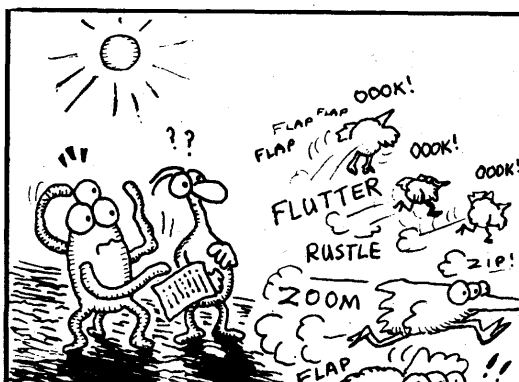
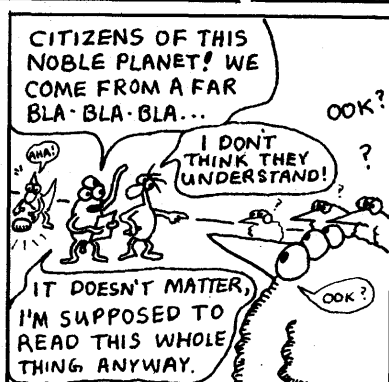
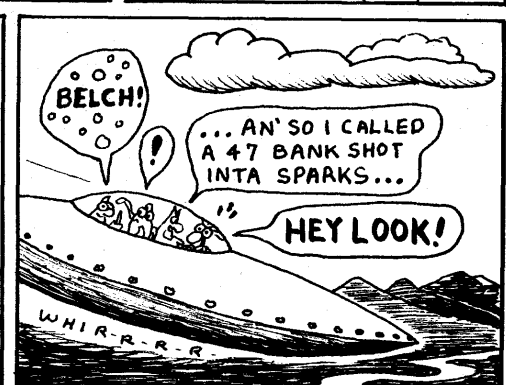
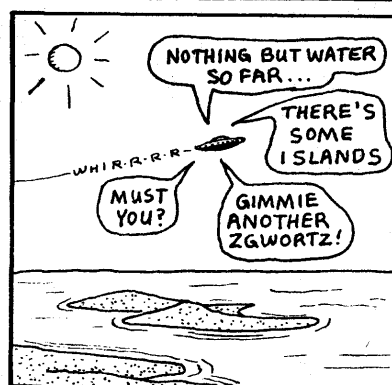
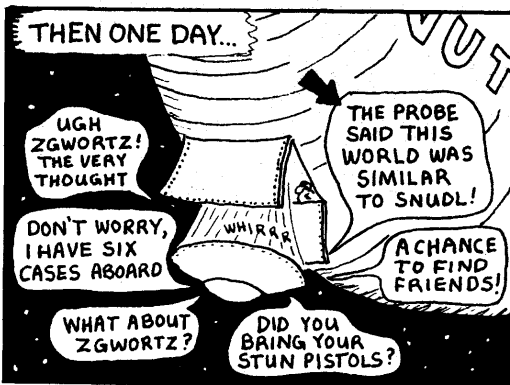
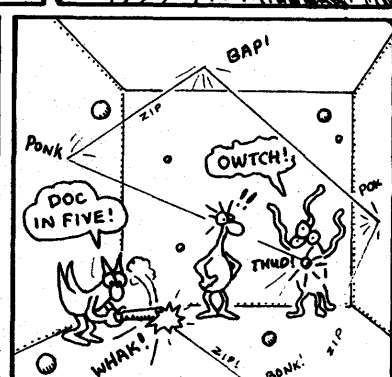
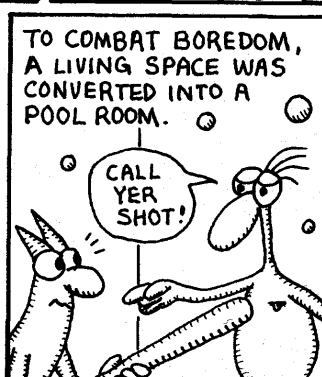
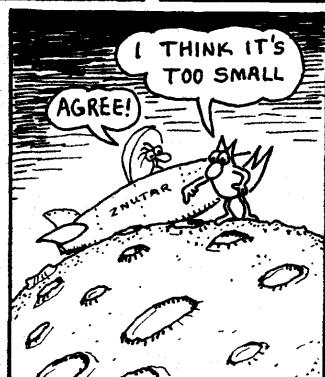
THE VOYAGES OF EXPLORATION SHIP ZNUTAR

AN UNEXPECTED ENCOUNTER
OF THE WORST KIND

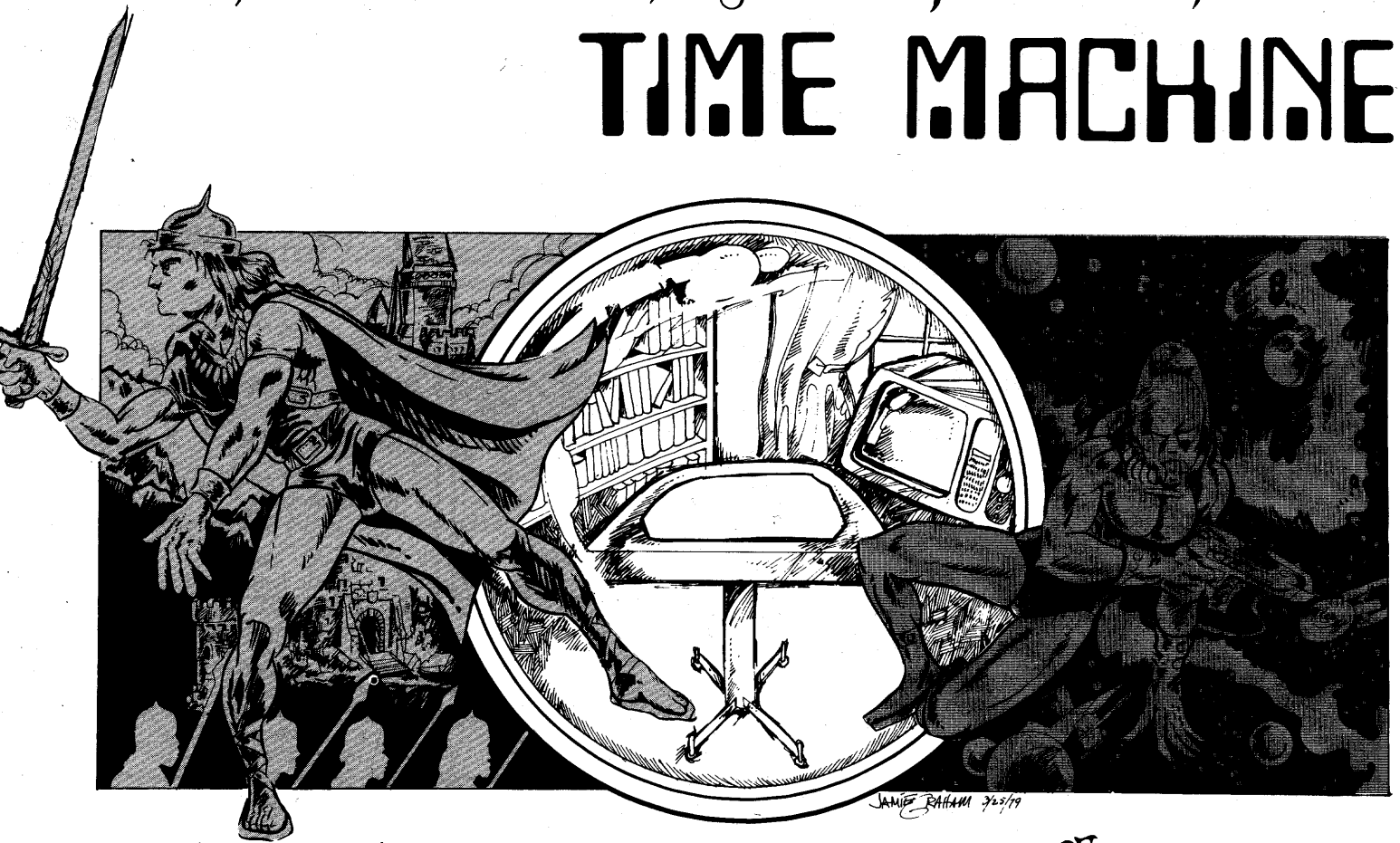
SEVERAL YEARS
HAVE PASSED.

THE ZNUTAR
HAS LOOKED
OVER MANY
NEW WORLDS.

UNFORTUNATELY,
ALL WORLDS THEY
HAVE EXPLORED
SO FAR HAVE
BEEN FOUND
UNSUITABLE...



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THE AWFUL GREEN THINGS FROM OUTER SPACE

A Game for 2 Players, Ages 12 and Up

By Tom Wham

Copyright 1979, The Dragon Magazine

One player assumes the role of the Awful Green Things and endeavors to take over the entire ship. The other player represents the ship's crew, who must struggle for their lives against an unknown menace. The crew are placed in the various compartments of the ship. Then the exact number and starting location of the monsters is determined, and the appropriate monsters are placed in various locations throughout the ship. The crew moves two members to an encounter with a Green Thing. The alarm is raised!

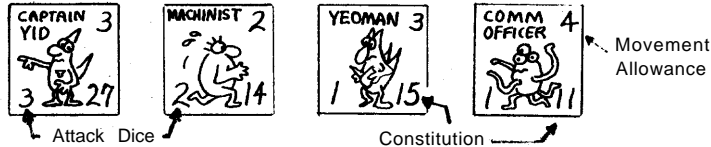
The monsters move first, each turn growing in number or stature, as they wander around the Znutar devouring crewmembers. The crew, in their turn, rush about, grabbing and trying the various weapons at their disposal . . . hoping that something will stop the Awful Green Things From Outer Space.

THE PLAYING PIECES

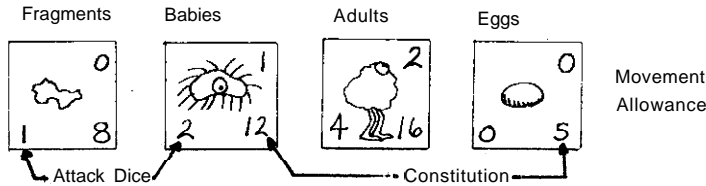
Alongside the playing board are printed an assortment of creatures, devices, and game markers. These are the playing pieces. To play the game successfully, these must be cut away from the game board, mounted on cardstock, and then cut out with scissors or an exactoknife. Another easy way to mount uncut counters is to carefully place them on the sticky side of a piece of Armstrong Self-Adhesive Vinyl Floor Tile. The tile is easily cut into pieces and the plastic counters that result have a nice feel.

There are four basic types of playing pieces:

The Crew



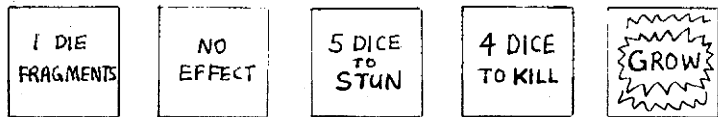
The Awful Green Things



The Weapons



The Weapon Effect Markers (or Chits)



Attack Dice - The number of dice the monster or crewmember may roll when involved in hand to hand combat.

Movement Allowance - The number of areas that creature may enter on a given turn.

Constitution - The number which must be rolled or exceeded by attack dice in order to kill this creature.

THE PLAYING BOARD

The Playing Board is a cutaway view of the exploration ship Znutar. Pictured and identified by name are most of the important compartments and passageways. Hatches are shown by thick black lines in the walls. The monsters and the Crew are placed in the various compartments and may move from area to adjacent area if the areas are connected by a hatch or are adjacent portions of a passageway.

Alongside the Znutar is a series of drawings of the various weapons available to the crew. This is called the Weapons Display. As each weapon is tried, a weapon effect marker is drawn at random, and placed beside the picture on the Display. This denotes the effect of that weapon for the duration of the game. Certain areas in the ship also have a picture (or pictures) of a weapon printed beneath the name. This indicates that if a crewmember starts its turn in that area, it may grab one of that type of weapon.

This game should consist of the following components:

- * The Playing Board
- * The Rules Folder
- * As many 6 sided dice as possible (5 or more)
- * The Playing Pieces . . .

22 Crew, as follows: Captain Yid 3/27/3, 1st Officer 2/19/3, Communications Officer 1/11/4, Operations Officer 1/12/3, Engineering Officer 1/12/2, Supply Officer 1/11/2, Doctor 1/11/4, Cook 1/21/3, Engineer 2/13/2, Machinist 2/14/2, Coxswain 2/18/3, Pilots (2) 1/15/3 & 1/12/3, Yeoman 1/15/3, Marine Sergeant 3/21/3, Marines (2) 2/19/3 & 2/18/3, Medic 1/11/4, Technician 1/11/4, Sparks 1/16/3, Robot 4/44/1, & the Mascot 1/8/4.

74 Awful Green Things, in the following quantities: 12 Adults, 18 Eggs, 22 Babies, and 22 Fragments.

15 Weapon Effect Chits, as follows: 4x1 Die Fragments, Crow, Shrink, 2x5 Dice to Stun, 2x No Effect, 5 Dice to Kill, 2x4 Dice to Kill, and 2x3 Dice to Kill.

29 Weapons: 2 Welding Torches, 2 Stun Pistols, 3 Cans of Rocket Fuel, 3 Gas Grenades, 3 Knives, 3 Cannisters of Zgwortz, 2 Communications Beamers, 2 Pool Sticks, 2 Fire Extinguishers, 3 Bottles of Acid, 2 Hypodermics, and 2 Electric Fences.

PREPARE FOR PLAY

Backfold the Playing Board (fold the crease opposite the way it came) so that it will lie flat on the table. The Playing Pieces should be mounted and cut out as previously mentioned. The Crew Player sorts the 29 Weapons and places them in piles on the Weapons Display for use and re-use throughout the game. The monster player sorts the Awful Green Things into piles of Adults, Babies, Eggs, and Fragments, also for use and re-use throughout the game. The 15 Weapon Effect Chits are dropped into a cup and placed beside the board, to be drawn as needed during the game.

SETTING UP

Before regular play may begin, the following actions must be performed, in order:

1. The crew player places the crewmembers in various locations-about the ship (use the list which follows).
2. The Initial Monster Population must be determined (roll die and consult chart).
3. The monster player determines a starting location, and, beginning with that location, place one monster per area until the initial Population is all placed.
4. The crew must discover the monsters.

CREW STARTING LOCATIONS

Captain Either Bridge
1st Officer Either Bridge
Communications Officer Either Bridge, Computer Room
Operations Officer Life Support Center, Officer's Quarters

Engineering Officer Engine Room, Pool Room
Supply Officer Ship's Store, Ward Room
Doc Sick Bay, Pool Room
Sparks Either Bridge

Marines (2) Pool Room, Sick Bay
Marine Sergeant Pool Room, Mess Deck
Cook Galley, Ward Room
Yeoman Either Bridge

Medic Sick Bay, Hospital Ward
Technician Any Sensor
Engineer Engine Room, Either Machine Shop
Machinist Pool Room, Either Machine Shop

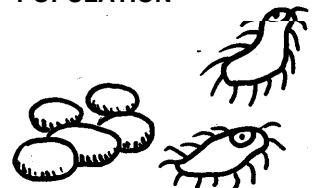
Coxswain Mess Deck, Sick Bay
Pilots (2) Crew's Quarters, Pool Room
Robot Either Machine Shop
Mascot Captain's Cabin



INITIAL MONSTER POPULATION

Monster Player rolls one die.

Die Roll	Population
1	6 Eggs, 4 Babies, 2 Adults
2	6 Eggs, 3 Babies, 3 Adults
3	5 Eggs, 4 Babies, 3 Adults
4	4 Eggs, 4 Babies, 4 Adults
5	2 Eggs, 5 Babies, 4 Adults
6	1 Egg, 6 Babies, 4 Adults

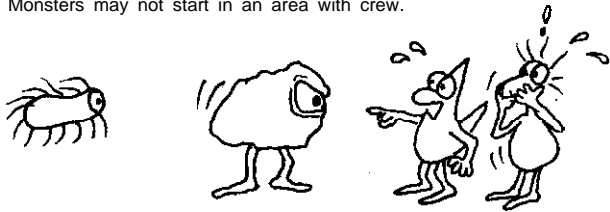


INITIAL MONSTER PLACEMENT

Once the starting population has been determined, the monster player again rolls a die to determine where to place the first monster. The remaining initial population is then placed, one per area, in any adjacent areas (connected by hatches or open passageway) until all are set up.

Die Roll	The first monster is placed in . . .
1	Main Cargo Hold
2	Science Lab
3	Scout Bay
4	Cockboat Bay
5	Saucer Bay
6	Choice of Above

Monsters may not start in an area with crew.



DISCOVERING THE AWFUL GREEN THINGS

Once all monsters are placed, the crew player must move one or two crewmembers up to their printed movement allowance, so as to discover the Awful Green Things. Discovery consists of moving into an area, or areas, containing an Awful Green Thing. Once in an area containing a monster, the two crewmembers may endeavor to kill it (them, if in two separate areas) via hand to hand combat (see ATTACKS). Whether this initial combat succeeds or fails, the alarm is raised and the game is on.

SEQUENCE OF PLAY

The Awful Green Things From Outer Space is played in game turns. Each game turn is composed of two player turns. During a turn, players move their pieces around the board, and attack each other in the following sequence:

Monster Player's Turn

1. GROW
2. MOVE
3. ATTACK

Crew Player's Turn

1. GRAB WEAPONS
2. MOVE
3. attack

Monster Player's Turn

1. GROW - All monsters of any one level, ie. Fragments, Babies, Eggs, or Adults are replaced with a monster of the next higher level. Fragments or Eggs grow into Babies, Babies grow into Adults, and Adults lay Eggs. If Babies are the chosen level, all Babies on the Board (except those which are stunned) are exchanged for Adults. Note: it is best to do this one at a time, otherwise one tends to forget where the pieces came from. Monsters which are stunned (as a result of prior combat) cannot grow. If there are not enough pieces to grow all creatures of a given level, only those monsters which can be replaced with the next higher marker (at the player's discretion) may grow on this turn. Players are restricted to the number of pieces provided with the game (see Inventory of Game Parts). An Adult is not removed when it grows. An Egg is simply placed on the board next to it.

2. MOVE - All Babies and Adults, which are not stunned, may be moved, even if they have just grown or laid Eggs. The monster player may move some, all, or none of these creatures on a given turn. Such moves must be made from one area to an adjacent area, connected by a hatch or open passageway. Babies may only move one area per turn. Adults may move up to two areas per turn. Eggs and Fragments do not move. Monsters may always leave an area containing crew or an Electric Fence. (see Weapons), but must stop immediately upon entering an area occupied by crew or fence.

3. ATTACK - Once all movement is completed, the Green Things may attack some, all, or none of the crewmembers which are in the same areas as monsters. Attacks are resolved, one area at a time, at the discretion of the attacking player. Each monster may use its attack dice once per turn. More than one monster-in a given area may attack a single crewmember. In such a case, all attack dice are rolled for one total. If the amount rolled equals or exceeds the constitution of the crewmember under attack, it is dead (remove from play). If an attack fails to achieve the desired result, there is no effect.

Each time a crewmember is eliminated, one of the monsters which attacked it, devours it, and immediately grows one level. If more than one monster was involved in such an attack, the monster player chooses which monster is to grow.

EXAMPLE OF A MONSTER ATTACK

1. Monster player designates where the first attack is to be resolved: (Mess Deck).
2. Monster player allocates a certain number of monsters to attack chosen crewmembers in the area. Not all need to be attacked, but all attacks must be stated before any dice are rolled: (2 Adults attack the Cook, 1 Baby attacks the Mascot, and ignore the Pilot).
3. Dice are rolled, one combat at a time: (2 Adults vs the Cook roll 8 dice: 6,5,5,4,4,3,1,1 = 29 . . . 21 was all that was needed. The Cook is dead, remove from play, and the monster which devoured the Cook lays an Egg. 1 Baby vs the Mascot rolls 2 dice: 5,2 = 7 . . . an 8 was needed, the mascot has survived. All attacks in the Mess Deck have now been resolved).
4. Monster player designates where the next attacks are to be resolved, and so on.

Crew Player's Turn

1. GRAB WEAPONS - Before making any moves or attacks, all crewmembers may grab a weapon if they are in an area where a weapon is available. The specific areas where weapons may be obtained are listed on the Weapons Display and in the Weapons List which follows in the rules. Each crewmember (except the Mascot) may carry one weapon. Place the weapon beneath the crew counter to indicate possession. The crew player is limited to the number of weapon counters provided with the game (see Inventory of Game Parts). Any weapon dropped by a crewmember, or thrown, or left behind when it dies, is returned to the weapons pool on the Weapons Display. It is then immediately available for other crewmembers, but may only be grabbed again if it was dropped during this phase of the turn.

If two or more crewmembers begin their turn in the same area, they may trade or give each other the weapons they are holding.

A crewmember may hold a weapon but choose not to use it, opting for hand to hand combat instead.

The Mascot and the Awful Green Things may not use weapons.

2. MOVE - All crew have a movement allowance printed on the upper right corner of the playing piece. The movement allowance is the number of adjacent areas, connected by open passageway or hatches, that the crewmember may enter on a given turn. Smabalites move 2, Frathms and Snudalians move 3, Redundans and the Mascot move 4, and the Robot moves 1.

The crew player may move some, all, or none of the crew each turn. They are not required to move their full movement allowance and must stop when they enter an area containing monsters (even Eggs or Fragments) or an Electric Fence. They may always leave an area containing monsters or a fence.

3. ATTACK - In a manner similar to monster attacks, the crew player now resolves any crew attacks on the Awful Green Things, one area at a time. Crew members engaging in hand to hand combat (using their printed attack dice) must be in the same area as the monster(s) they are attacking. Crewmembers using weapons may be able to toss or fire their weapons into adjacent areas or down passageways. What any given weapon does to the Green Things is determined by drawing a Weapon Effect chit from the cup each time a weapon is used. Two weapons have an adverse effect on the crew present in the blast area. Rocket fuel does 5 dice to Kill crew, and a Gas Grenade does 5 Dice to Stun the crew.

WEAPONS

The crew of the Znutar are all capable of hand to hand combat with the Awful Green Things, using their attack dice. However, they will soon find themselves in trouble if this is the only way they try to deal with the monsters. Eventually they will be forced to use weapons.

There are two major types of weapons, hand held, and thrown: and two weapon effect types, individual effect, and area effect. Hand held weapons are carried by the crewmembers and are not returned to the Weapons Pool when used (Welding Torch, Stun Pistol, Communications Beamer, Hypodermic, Pool Stick, and Fire Extinguisher). Thrown weapons are returned to the Weapons Pool as soon as they are used (Can of Rocket Fuel, Gas Grenade, Cannister of Zgwortz, Bottle of Acid). The Knife may be carried or thrown, and the Electric Fence is always stretched across a given area. Individual effect weapons apply to only one monster, the one under attack. Area effect weapons are applied to all monsters in an area, or areas, under attack.



WELDING TORCH

Number Available: 2

Where Found: Machine Shops

The Welding Torch effects only one monster per turn and may only be used when in the same area as the monster under attack.

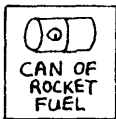


STUN PISTOL

Number Available: 2

Where Found: Bridges, Damage Control Central

A Stun Pistol effects only one monster per turn but may be fired into any area that can be seen by the crewmember carrying it.



ROCKET FUEL

Number Available: 3

Where Found: Either Fuel Pod

An exploding can of Rocket Fuel effects all creatures in all areas covered by the blast. The blast is only stopped by hatches. Thus a can of Fuel that goes off in a passageway effects all creatures (including crew) in that passageway. Rocket Fuel does 5 dice to kill against crew. It is best tossed through a hatch into an adjacent area, but may be ignited in the same area as a crewmember (only the Robot can expect to live through this).



GAS GRENADE

Number Available: 3

Where Found: Damage Control Central

The gas from a grenade effects all creatures in all areas covered by the cloud. The cloud is only stopped by hatches. If a Gas Grenade is thrown into a passageway, all creatures (including crew) in that passageway are effected. Gas does 5 dice to stun the crew. A grenade may be tossed through a hatch into an adjacent area, or set off in the same area as the crewmember that was carrying it. The cloud immediately dissipates after attacks are resolved.

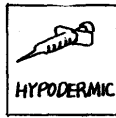


COMMUNICATIONS BEAMER

Number Available: 2

Where Found: Any Sensor

The Communications Beamer effects all monsters in the area into which it is aimed. It may be aimed into any area that can be seen by its operator. It effects only one area of the ship per turn.

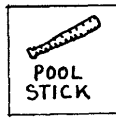


HYPODERMIC

Number Available: 2

Where Found: Sick Bay

The Hypodermic effects only one monster per turn and may only be used when in the same area as the monster under attack.



POOL STICK

Number Available: 2

Where Found: Pool Room

The Pool Cue effects only one monster per turn and may only be used when in the same area as the monster under attack.



CANNISTER OF ZGWORTZ

Number Available: 3

Where Found: Mess Deck, Galley

A Cannister of Zgwortz effects only one monster per turn and must be thrown at the monster under attack. It may be used in the same area as the crewmember who is carrying it, or it may be tossed into an adjacent area.

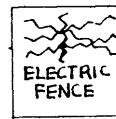


FIRE EXTINGUISHER

Number Available: 2

Where Found: Anywhere (including passageways)

A Fire Extinguisher effects all monsters in the area into which it is fired. It may be used in the same area as the crewmember who is carrying it, or it may be fired into an adjacent area.



ELECTRIC FENCE

Number Available: 2

Where Found: May be set up anywhere

An Electric Fence effects all monsters who move into or remain in the area containing the fence. Monsters must stop when entering an area with a fence. After monster movement is complete, but before any attacks are resolved, a Weapon Effect chit is drawn for the fence, and applied to all monsters in that area. Any surviving monsters may leave the area on their next turn.

Crewmembers are not adversely effected by the fence, but must also stop movement when entering an area containing one. They may leave at their full movement rate on the next turn.

The crewmember who constructs the fence may not move or attack on the turn that the fence is being set up. To dismantle a fence (it happens), a crewmember must begin its turn in the same area as the fence to be dismantled.



KNIFE

Number Available: 3

Where Found: Galley

A Knife effects only one monster per turn. If wielded by hand, it may only be used in the same area as the crewmember who is carrying it. The Knife may be thrown into any area that can be seen by the crewmember.



BOTTLE OF ACID

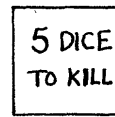
Number Available: 3

Where Found: Science Lab

A Bottle of Acid effects only one monster per turn and must be thrown at the monster under attack. It may be used in the same area as the crewmember who is carrying it, or it may be tossed into an adjacent area.

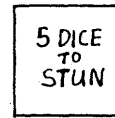
WEAPON EFFECT CHITS

Since the Awful Green Things come from Outer Space, the crew of the Znutar do not know exactly what their weapons will do if used against these monsters. This is why the crew must randomly draw Weapon Effect Chits from the cup, each time a new weapon is used. Once a chit is drawn for a given weapon, it is placed in the box next to the illustration of that weapon on the Weapons Display. It remains the effect of that weapon on Awful Green Things for the rest of the game.



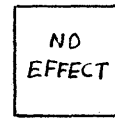
5 DICE [or 4 or 3 dice] TO KILL

The indicated number of dice are rolled against each monster under attack. If the result is equal to, or greater than the constitution of the monster under attack, it is dead (remove from play).



5 DICE TO STUN

Five dice are rolled against each monster under attack. If the roll equals or exceeds the monster's constitution, it is stunned (invert the piece) and may not grow, move, or attack on its next turn. A stunned creature wakes up (turn the piece face up again) after losing one turn. Stunned creatures are still subject to other forms of attack.



NO EFFECT

Nothing happens when this chit is drawn. The weapon in question is useless.



GROW

The monster, or monsters, under attack all grow up one level.



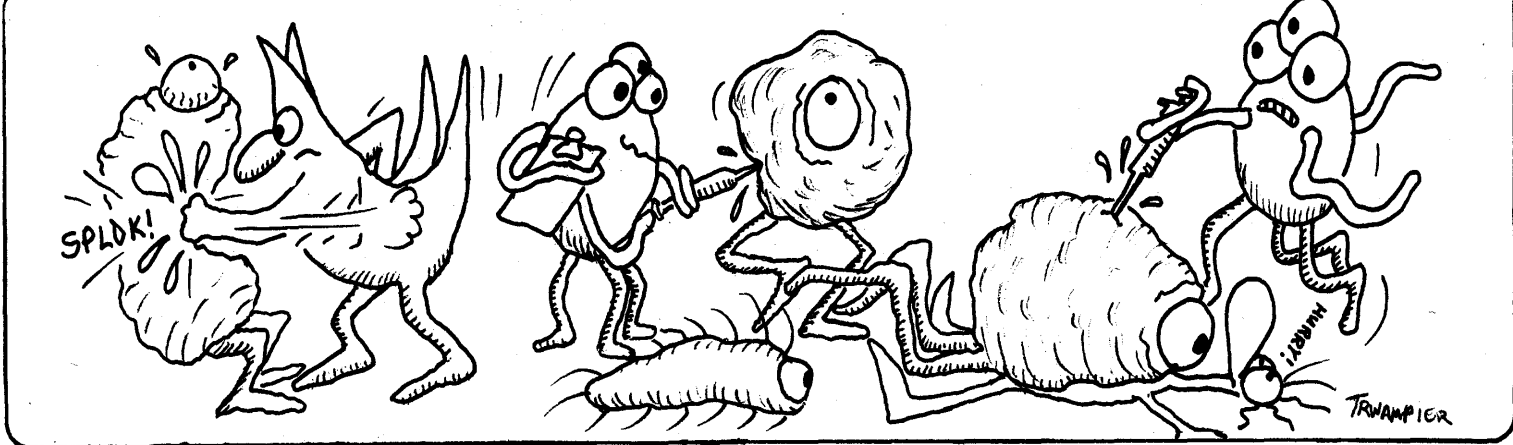
SHRINK

The monster, or monsters, under attack are all forced down one level. Adults are reduced to Babies. Babies are reduced to Eggs, Fragments are reduced to Eggs, and Eggs vaporize!



1 DIE FRAGMENTS

The monster, or monsters, under attack are blown to bits and removed from play. A die is rolled for each monster removed. The result is the number of fragments to be placed on the board where the dead monster was. More than one "1 Die Fragments" against a single monster, or monsters in a given turn results in only one die roll per monster, "1 Die Fragments" is not cumulative as are Dice to Kill. On a subsequent turn, however, a fragment (or fragments) could, themselves, be blown into further fragments.



MOVEMENT

During the movement portion of a player's turn, some, all, or none of that player's pieces may be moved around the ship. Each playing piece has a movement allowance printed in its upper right corner. This is the maximum number of areas in the ship that piece may enter on a given turn. Pieces may move less than their movement allowance, but may never exceed that number on one turn. The movement allowance may not be saved or applied to other pieces.

WHICH PIECES MAY MOVE -

Each turn, a player may move some, all or none of his or her pieces. Pieces are moved about the ship, from one area to another, utilizing their respective movement allowances. Pieces may move less than their movement allowance, but may never exceed that number one turn. The movement allowance may not be saved or applied to other pieces.

HOW TO MOVE -

Both the crew and the monsters move about the ship, travelling from one area to an adjacent area, or areas. To be able to move from one area to another, the areas must be connected by either a hatch (thick black line in the wall) or open passageway (thin black line cut in the hall). A piece expends one movement point to enter an area.

MOVEMENT RESTRICTIONS -

Creatures may not leave the Znutar unless attempting a "crew escape". Creatures must always stop movement upon entering an area containing an opponent's creature, or creatures. All creatures must stop upon entering an area containing an electric fence.

STACKING

Any number of pieces, from one or both sides, may occupy the same area. There is no "Stacking Limit"

ATTACKS

There are two basic types of attacks in the game. Hand to hand attacks, which may be made by monsters and by the crew (using their printed attack dice), or weapon attacks, which can only be made by the

HAND TO HAND ATTACKS

To make a hand to hand attack, a creature must be in the same area as the creature to be attacked. Each creature may attack only one other creature in a turn, regardless of how many dice it has.

The attacking player may choose to attack one, some, all or none of the opposing creatures in a given area. If several creatures attack one creature, all attack dice are added together. If the total rolled equals or exceeds the constitution of the creature under attack, it is dead (remove from play).

MONSTER GROWTH DURING ATTACKS

Each time a Green Thing, or group of Green Things, kills a crewmember, one of the monsters devours the body and immediately grows one level. If more than one monster attacked, the monster player may choose which monster is to grow.

GIT 'EM!

HMM!

"LEADFOOT" THE ROBOT

Because of the way the Robot makes salad out of the Green Things, they all view Leadfoot as their most serious threat. Any time monsters are in the same area as the Robot, all monsters in that area must attack only the Robot.

WEAPON ATTACKS

When a weapon is used by the crew against the monsters, a weapon effect chit is immediately drawn from that weapon and placed next to the illustration on the Weapons Display. Since attacks are resolved one at a time, on a area by area basis, it is possible for the crew player to discover the effect of a weapon in one area and avoid using that same weapon in another area, if it fails to produce the desired result. It is advisable to test untried weapons only on one monster at a time, or the crew may be overwhelmed by Fragments.

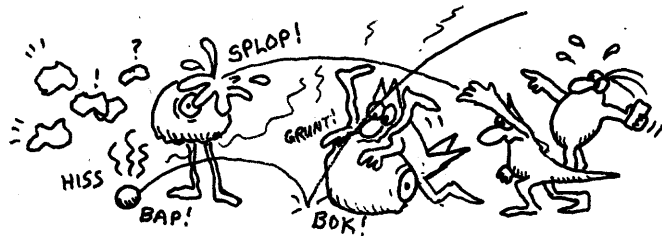
The hatches on the Znutar are all automatic and open and close easily. Thus it is possible for a crewmember to stand at a hatch, open it momentarily and fire or throw a weapon into the next room or passageway. Line of fire is never blocked by intervening creatures. A crewmember with a stun pistol could open a hatch at one end of a passageway, fire through a group of monsters and crew, and hit a target at the far end of that passageway.

USING SEVERAL WEAPONS AT ONCE

Sometimes many weapons, both tried, and untried, become involved in a large battle. When this happens, all rules still apply and the various weapon effects are applied to the monsters in the following order:

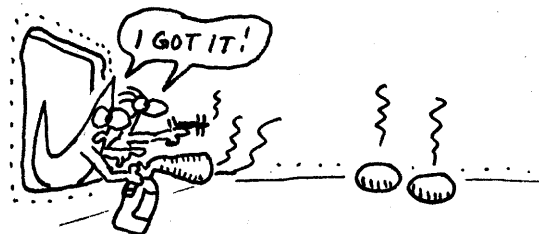
1. Grow
2. Shrink
3. Dice to Kill (this includes hand to hand attacks)
4. 1 Die Fragments
5. 5 Dice to Stun

If several weapons are used on a given monster, or group of monsters, and the crew player already knows what the weapons do to Green Things, all similar results are added together. All dice to kill and all dice to stun are totaled. If a weapon which causes the monsters to shrink is used, it is applied to the target first. Then dice to kill are rolled. Finally, any dice to stun are rolled against the monsters.



EXAMPLE: 2 Adults and 5 Fragments are in the Mess Deck as a result of a prior Fragment result with a Stun Pistol. The crew has jumped in with a Gas Grenade (known to do 3 Dice to Kill), 2 Cannisters of Zgwortz (known to do 5 Dice to Stun), and the Marine Sergeant has entered bare handed for a fist fight. The Gas Grenade will do a basic three dice to kill against all the monsters. The Marine Sgt. attacks one Adult and the 2 cannisters of Zgwortz are thrown at the other. 6 dice (the gas and the marine) are rolled against the first Adult and it is killed. 3 dice are rolled against the other adult (the gas), but fail to kill it. The Fragments are all killed by successful dice rolls for the gas. Finally, 10 Dice to Stun (the two cannisters of Zgwortz) are rolled against the surviving Adult and it is put to sleep for a turn. Now, 5 Dice to stun (the effect of gas) are rolled against all crew in the area.

If two or more untried weapons are used on a single monster, or group of monsters, a weapon effect chit is drawn from the cup. This is the effect of all those weapons **for this attack only**. As soon as the attack is resolved, the chit is returned to the cup. The crew has not discovered the effect of any weapon.



EXAMPLE: 2 Adults and a Baby are hiding in the Science Lab. Captain Yid and Sparks open the hatch and fire both a Fire Extinguisher and a Stun Pistol into the area. The pistol is aimed at one of the adults. These weapons have never been used before, so only one chit will be drawn for both weapons. The chit drawn is "Shrink". The Baby is reduced to an Egg, as is the Adult that was fired at by both the Fire Extinguisher and the Stun Pistol. The other Adult is reduced to a Baby, and the chit is returned to the cup. If another Fire Extinguisher is used in a different area on this turn, a new chit is drawn for its effect.

HOW TO WIN

Victory is determined by a system of victory points, which are awarded under the following conditions:

If the Awful Green Things take over the Znutar, the Monster Player scores 111 points.

If the crew successfully fights off the Green Things, the Znutar is assumed to return home safely and the crew player scores victory points equal to the total constitution value of any surviving crew. The Robot and the Mascot do not count towards Victory Points.

If part of the crew escapes in any or all of the ships boats (see CREW ESCAPE), the crew player scores a victory point for each constitution point of surviving crew that makes it home (excluding the Robot and the Mascot).

The player with the high score wins. If one player wins by a whole lotta points, it is called a super victory. If a player wins by just a few points, it is called a near thing. If you are rich, you can gamble with this system. I recommend \$100.00 per point.

CREW ESCAPE

When none of the weapons work, and the robot and most of the crew are dead, it may become apparent that the remaining crew doesn't stand a chance of stopping the Awful Green Things. At a time like this, any crew who can make it to the ship's boats may leave the Znutar and attempt to get back home on their own. The Scout will carry up to 2 crewmembers, the Saucer 4, and the Cockboat will carry any number.

To leave, the crewmembers simply move into the appropriate boat bay, climb aboard the boat, and leave during their attack phase. Any monsters in the boat bay may be ignored. All boats need not leave on the same turn.

Once the crew leaves in boats, they concede 111 Victory Points to the monsters. They are gambling that some of them will make it home with the sad news about the fate of the Znutar.

Each boat which escapes must be guided through the . .

EPILOGUE

What follows is a series of events, each of which is followed by a decision or a die roll which takes the boat and its crew to the next event. If an event calls for the death of a crewmember, select one at random from those in the boat.

1. Set course: Straight for Snudl-1, go to #7

For last planet visited, go to #3.

2. Travel through space for 1 year, roll die: 1,2,3 go to #7

4,5,6 go to #8.

3. Land on previously explored world, roll die: 1,2,3 go to #4

4,5,6 go to #6.

4. Encounter hostile natives: Run Away? go to #8

Fight them? go to #5.

5. Battle! Roll one die. This gives the strength of the natives. Each native may roll 1 die. Crew rolls all attack dice. Natives roll all attack dice. If the crew rolls high, go to #6. If the natives tie, or roll high, one crewmember dies, then go to #4.

6. Replenish food and fuel supply, roll 1 die: 1,2,3 go to #2

4,5,6 go to #12.

7. Travel through space for 2 years, roll die: 1,2,3 go to #13

4,5,6 go to #14.

8. Boat lost, roll die: 1,2,3 go to #9

4,5,6 go to #13.

9. Boat nearing a Black Hole, roll die: 1,2,3 go to #2

4,5,6 go to #11.

10. Pass through cosmic cloud, roll die: 1,2,3 go to #8

4,5,6 go to #15.

11. Boat disappears with crew, all lost.

12. Boat reaches Snudl-1 Safely/

13. Land on a strange planetoid, roll die: 1,2,3 go to #6

4,5,6 go to #15.

14. Travel through space for 4 years, provisions and fuel running low, crew will starve to death in two more years unless reprovisioned (must get to Snudl-1 or #6). Set course: Straight for Snudl-1, go to #2

Previously explored world, go to #3.

15. Strange disease, roll 4 Dice to Kill against boat crew. If any survive, roll die:

1,2,3 go to #6

4,5,6 go to #7.

DESIGNER'S NOTES

I wish to make it perfectly clear that I have not been to see the movie "Alien".

I did, however enjoy the movie "Green Slime". If you manage to catch it on the late show some night, its sure to put in the mood for a game of Awful Green Things. Other inspiration came from the many space operas that I've read involving a struggle with aliens for control of a starship. There are quite a few of these, you know.

Now for some strategy tips.

For the Crew Player - As quickly as possible, grab as many weapons as you can get, even if you don't use them. You may need them later. Judiciously test each weapon on one monster at a time whenever possible. Nothing is more discouraging than a passageway full of 22 Fragments. The crewmembers with 2 and 3 attack points are best employed in hand to hand combat, leaving the weapons to the weaker crewmembers.

For the Monster Player - On the first turn, attack as many crew as possible. You can replace your losses, the crew can't. Once the crew has found a good area effect weapon, disperse as many monster as you can spare to quiet areas of the ship to lay lots of eggs. Unless the Robot is giving you a lot of trouble, it is best to leave it alone. Its slow movement rate generally allows you to run away, and it takes at least 5 adults for a good chance to kill it.

CREW SURVIVAL

A three minute, solitaire, micro-module.

For those of you with only a minute or two in which to play a game . . . Sort out the crew members and turn them all face down. Roll one die and draw that number of crew from the pile. If you roll a 1, roll again, and take that many more from the pile. If you have 4 or less crew, they all escape in one boat. If you have 5 or more crew they may escape in two different boats. Now run your boat(s) through the epilogue. You win if you successfully return any crew to Snudl-1. Each crewmember which "survives" is worth one point.

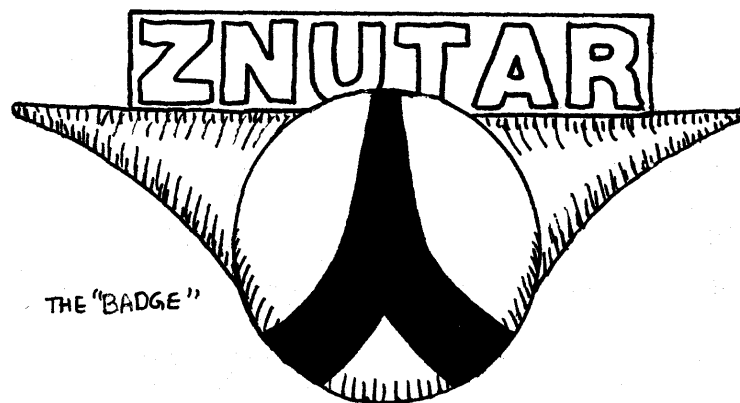
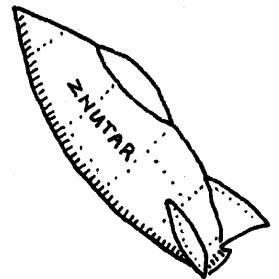
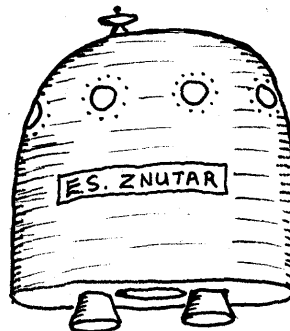
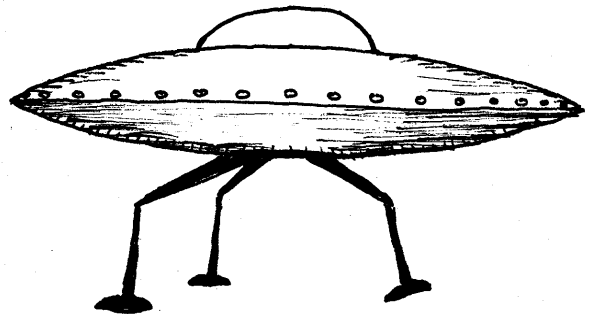
CREDITS

Game Design and Art: Tom Wham

Development, Playtesting, and other venerable aid: Rob Kuntz, Gary Gygax, Ernie Gygax, Jim Ward, Ollie, Will Niebling, Luke Gygax, Lawrence Shick, Jeff Leason, Ralph T. Williams, Tim Kask, Gary Jaquet, and Zelda.

OFFICIAL ZNUTAR CUTOUTS

THE SHIP'S BOATS

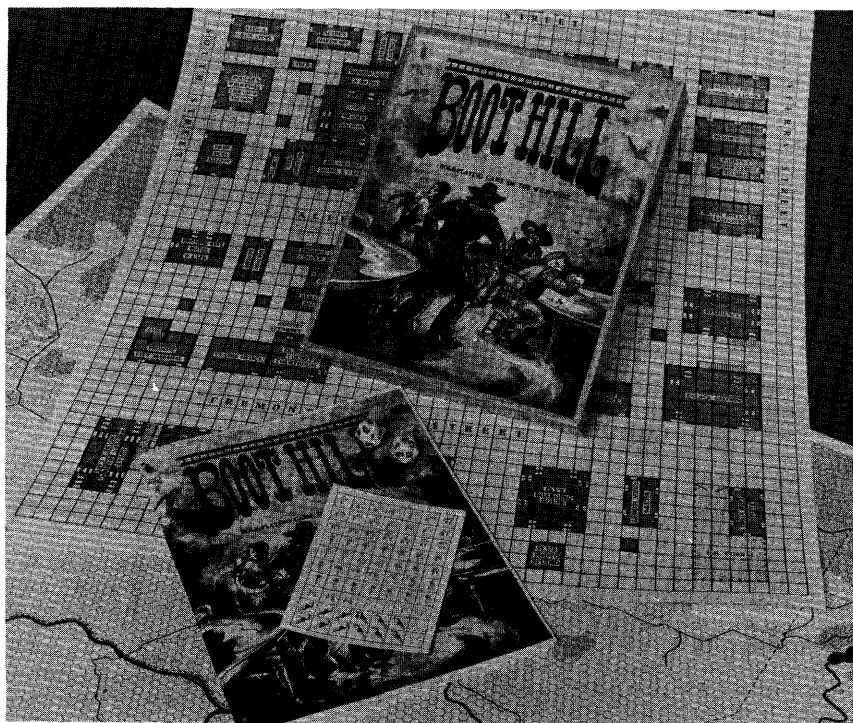


THE "BADGE"



NOW AVAILABLE FROM YOUR FAVORITE GAME DEALER

BOOT HILL



You step from the cool shade of the Long Branch Saloon into the midday heat of Promise City. Loosening your Colt in its holster, you look down Main Street and spot the leather and denim-clad stranger who called you out. Citizens of the town scramble for cover as they sense the forthcoming battle. The outlaw doesn't look fast enough to match your draw, but . . . wait! Your keen eyes catch the unmistakable glint of the sun against gun metal from the roof of the dance hall — the yellow coward has a buddy who's going to shoot you in the back! What will you do? Think fast, or you'll be the next resident of . . . **BOOT HILL!**

BOOT HILL is the game of role-playing in the Wild West of history and legend. Each player adopts the persona of their character, becoming a shiftless outlaw robbing banks and stages, a renegade half-breed leading Indians on the warpath, a straight-shooting sheriff determined to clean up the town, and so on. This boxed version contains a revised and expanded rules booklet (which now includes ratings for many of the real-life "fastest guns that ever lived"), a campaign map for El Dorado County ("Somewhere in the Southwest"), percentile dice, and a 34" × 22" map of Promise City, including a movement grid which can be used with the counters provided or by miniatures, and detailed structure drawings showing door, window, and stair locations as well as the height of the buildings! **BOOT HILL** merges the West of movies, television, and literature with reality to form the locale for endless hours of adventure and fun. Strap on your gunbelt, and enter the world of **BOOT HILL!**

BAZAAR OF THE BIZARRE



by Len Lakofka

POTIONS OF FORGETFULNESS

e.p. value 400 g.p. sale value 800

Upon imbibing this potion the character will completely forget all things that have occurred in the last 24 hours, including spells memorized and even experience points gained during that period! This potion will only have temporary effect if less than the full volume is consumed. Adding 1/4 of the potion to a non-alcoholic beverage will produce a memory lapse of mundane knowledge only — full memory will return 50% of the time in 1-4 hours. Adding it to an alcoholic beverage will make the beverage have a terrible taste and will produce rage in the drinker 90% of the time.

RINGS OF SILENCE e.p. value 800 g.p. value 3,800

This ring can function in two ways, each usable for up to 1 hour of consecutive time per day.

1. The user is made silent in all movements as if he had on boots of elvinkind. When he speaks the sound can only be heard if a listener(s) is within 10 feet of him/her.

2. The user can place a sphere of noise protection around himself so that no sound, including magical sounds and spells that must be heard to function, can reach his/her ears. Thus the user is immune to Drums of Panic, a Suggestion or a Bard's Charm.

HORN OF HADIES

This magical horn, which looks like any of the others, when sounded will bring forth 1-4 Lesser Devils or 1 Greater Devil. The Devil will obey the commands of the horn holder for 1-6 hours but has free will if he is attacked or if he is asked to give over any treasure he may carry. For a Good Cleric or a Paladin to command a devil to service will require an ATONEMENT, though they may give the horn to the devil and command it to be gone. The Devil will bear the holder no ill will and will perform the required task — though he may require a cut of the profits (60% likely for a lesser devil, 90% likely for a greater devil). The Horn can only be sounded once by any one character. Sounding the same horn a second time will bring an Arch Devil who will take the horn and its holder straight to Hell for torture and removal of his/her soul.

CHIME OF WARNING

This device appears like either type of chime but if placed near a closure of any sort and commanded to guard it will ring if the closure is opened or tampered with. The Chime can be made invisible also upon command so that it may not be observed as guarding a closure. Its ring is very clear and loud but it is also very melodic and beautiful so as to transfix an intelligent creature with the sound. Unless a saving throw versus magic is made the charmed figure will continue to open and close the item so that he/she can hear the beautiful sound again. Restraining the individual or stopping the chime will invoke maniacal hatred in the charmed figure who will fight with a berserk rage so that he may hear the sound again. Remove curse will negate this charm as will dispell magic.

APPARATUS OF SPIKEY OWNS

This item exactly resembles the apparatus of Kwalish except that when activated it becomes a 10 piece one-man-band renown for its cacophony. It will enrage any who hear it, including party members, unless a saving throw versus magic is made. Those who fail the saving throw will attempt to do harm to the operator until he stops playing the apparatus. Of course, the owner will be CHARMED by the device and will continue to operate it.

BOOK OF A MAGIC USER

Its resale value varies, naturally. It will contain a number of magic user spells and is 04% likely per spell to have an EXPLOSIVE RUNE on any particular spell. If the BOOK contains an 8th level spell then there is a 40% chance that a SYMBOL will also be in the book.

Book contents	Value for sale
01-40	2-5 first level spells 350/spell
41-60	2-7 first level spells 350/spell
61-75 plus	1-4 second level spells 750/spell
	2-9 first level spells 350/spell
	1-6 second level spells 750/spell
	1-3 third level spells 1200/spell
76-85	2-12 first level spells 350/spell
	2-9 second level spells 750/spell
	2-5 third level spells 1200/spell
	1-3 fourth level spells 2700/spell
86-90	4-16 first level spells 350/spell
	3-12 second level spells 750/spell
	2-8 third level spells 1200/spell
	2-5 fourth level spells 2700/spell
	1-3 fifth level spells 4200/spell
91-94	5-20 first level spells 350/spell
	4-16 second level spells 750/spell
	3-12 third level spells 1200/spell
	2-8 fourth level spells 2700/spell
	2-5 fifth level spells 4200/spell
	1-3 sixth level spells 8000/spell
95-97 as 91	
98-99 plus	1-2 seventh level spells 20000/spell
00 as 95	
plus	1 eighth level spell 40000 for it
as 98	
plus	1 ninth level spell 80000 for it

Any such book can only gain such a price from a magic user as others will only give 1/2 value at best for it.

LEOMUND'S PLATE & CUP

These devices appear in many forms, sometimes they are platters, sometimes plates; sometimes mugs, sometimes goblets but in any case they will be made of silver, gold or platinum and will be engraved. The value of their metal and the engraving will not be visible until the plate or cup is commanded to function. When told to fill itself, the item will produce an excellent meal of epicurian quality in the case of a plate (enough for 4 people in the case of a platter) or a fine wine or beer in the case of a goblet or mug. The plate/platter can function three times per day; the mug 5 times per day, the goblet 7 times per day. The item MUST be cleaned with sweet or holy water at least once per week or it will never function again. This cleaning is not necessary if the item has not been used during any given week.

Variant

Level Progression for Players and Dungeon Masters

Jon Mattson

"So you play D&D too?"

"Yeah, I'm in a games club back home. We play D&D all the time."

"What level is your character?"

"Well, let's see. I've got an eighth level elf magic user. Then I've also got a six level dwarf fighter . . ."

"Hmmm, pretty good, but I . . ."

". . . then there's that fifth level halfling thief . . . and my tenth level human cleric - can't forget him. I used to have a druid but he got stoned by a basilisk. Then there was . . ."

Not an uncommon conversation overheard at gaming conventions or any other place that avid D&D fans meet. Though there are those one or two particular characters of which you often speak, that you like to represent you as a D&D player because they are high in level or are especially favoured, there are always those half a dozen or so other characters that never quite made the grade. There was that one who made a tasty dessert for the tribe of Orcs, or that one who tried to move the log that was blocking a doorway only to find out that the log was a

red dragon's tail. Then there are those which were simply forgotten, never to complete their daring exploits, or all the others that came to such untimely ends. Surely they ought to be worth something, but, by the time you've told a person about all these characters and their various deeds, you might just as well have read him an autobiography of your life from the time you began playing D&D to the present. There must be a quicker way to prove yourself a worthy adventurer and give yourself a slight pat on the back at the same time.

Considering this, I offer this system of player and dungeonmaster level progression. Rather than get experience points for killing monsters, looting treasure, and other such deeds as characters do, players and dungeonmasters get experience points for the various D&D campaigns they have played. Below are listed the different level titles and experience required per level for players and dungeonmasters. Thus a player can keep a sheet with his total experience in each category (player experience and dungeonmaster experience), checking every so often to see if he has advanced a level in either category. In this way, the gamer will always know what level he is as a D&D player and a dungeonmaster.

Game and Situation	Player E.P.	Dun. Mas. E.P.
<i>Metamorphosis Alpha:</i>		
Per campaign you play:	700	70
Per campaign you gamemaster:	100	1000
Per adventure your character survives:	125	0
Per character of your own killed:	-50	0
Per device you find and learn how to use:	20	5
<i>Monsters! Monsters!:</i>		
Per campaign you play:	650	65
Per campaign you dungeonmaster:	100	1000
Per level your character progresses above 2nd:	75	0
Per adventure your character survives:	75	0
Per character killed:	-50	0
<i>Dungeon!:</i> *		
Per game played:	200	0
Per game won:	50	0
Per magical treasure owned at the end of the game:	5	0
<i>Microgames:</i>		
Per game played:	175**	0**
Per game won:	50	0
<i>Kingmaker:</i>		
Per game played:	350	0
Per game won:	50	0
Per noble controlled at the end of the game:	5	0
Per royal heir controlled at the end of the game:	10	0
<i>Games of the Starforce Trilogy (Outreach, Starforce, etc.):</i>		
Per game played:	400	0
Per game won:	75	0
Per technology level achieved above one (for some games):	10	0

*Note that experience points for playing *Dungeon!* can be put into either D&D experience or general gaming experience — your choice.

**Note that some *Microgames* will be worth more or less than 175 E.P. depending on their complexity and playability. Also note that some *Microgames* (i.e. *Melee* and *Wizard*, both in the *Fantasy Trip* series, which can be played with a gamemaster) will be worth dungeonmaster experience: generally 25 E.P. for playing a game and 200 E.P. for actually gamemastering one.

Below are listed various situations in D&D and their experience point value in each category. Note that some will give you experience as a player *and* as a dungeonmaster. For instance, if you were to play a game of D&D, you would get 800 Player Experience Points and 80 Dungeonmaster Experience Points (this would be for the Original *Dungeons and Dragons*). You also get Dungeonmaster experience because when you play a game of D&D you are also getting some insight into the DM's job, what with killing various monsters (thus finding their strengths and weaknesses) and so on. When you dungeonmaster a game, you

also learn a bit about being a player, which explains the experience points earned in the player category for dungeonmastering a game.

"Oh, you play D&D too?"

"Yeah, I'm in a games club back home. We play D&D all the time."

"What level are you?"

"Well, I'm a sixth level player and a fourth level dungeonmaster." Heck of a lot easier, isn't it?

Situation:	Player E.P.	Dun. Mas. E.P.
Per campaign* of basic D&D you play:	600	60
Per campaign* of basic D&D you dungeonmaster	90	900**
Per campaign* of Original D&D you play:	800	80
Per campaign* of Original D&D you dungeonmaster:	120	1200**
Per campaign* of Advanced D&D you play:	1000	100
Per campaign* of Advanced D&D you dungeonmaster:	150	1500**
Per level each of your own characters progresses, 2-10:	100	0
Per level each of your own characters progresses above 10th:	125	0
Per dungeon level your 1st level character survives:	150***	0
Per dungeon level your 2nd-4th level character survives:	100***	0
Per dungeon level your 5th plus level character survives:	50***	0
Per first level character of your own killed:	-25***	0
Per 2nd-4th level character of your own killed:	-50***	0
Per 5th plus level character of your own killed:	-75***	0
Per D&D miniatures game played:	500	50
Per D&D miniatures game dungeonmastered:	75	750
Per D&D miniatures game win:	150	0
Per 5 points in value your army is above the enemy's in D&D miniatures if you win:	-1****	0
Per 5 points in value your army is below the enemy's in D&D miniatures if you win:	1****	0

*In this case, a campaign is considered to be one full adventure, i.e. if a group of characters set out to explore a five level dungeon, the whole five levels (and only those five levels) would count as one campaign.

**Two-thirds of this amount if you did not design the dungeon yourself but used a borrowed dungeon, an *Advanced D&D Module*, etc.

***If a character is killed but then resurrected, players lose no experience for losing a character but gain none for having a character survive that dungeon level.

****Up to a maximum of plus or minus 125 experience points.

Readers may notice that this system can be used not only for D&D but for other games as well. Thus a person could keep either one experience total in each category for both D&D and games in general, or two totals in each, one for just D&D and one for other games. In any

event, various games are listed below with their experience point value. Note that this list is by no means complete — it would take up far too much time and space to list all the games that have been published at one time or another, and it would have to be constantly revised to cover all the new games that came out. I have merely tried to provide a broad range of games, from fantasy role-playing (*D&D* and *Monsters! Monsters!*) and science fiction role-playing (*Metamorphosis Alpha*) to various boardgames. For games not listed below, the experience point value can generally be figured out by comparing them to similar games that are listed. In cases where there are no similar games listed, simply figure out the value yourself remembering that the more complex and playable the game is, the more experience it will be worth. And be realistic in assigning your point values — there's not much satisfaction in becoming a twentieth level gamer by playing only one or two games that were given too much value.

LEVEL PROGRESSION: PLAYERS		
Level Title	Experience	Points Required
1 Neophyte		0-999
2 Novice		1000-1999
3 Adept		2000-3999
4 Veteran		4000-5999
5 Campaigner		6000-8999
6 Adventurer		9000-11,999
7 Gamester		12,000-15,999
8 Gamester, 1st Class		16,000-19,999
9 Archgamester		20,000-24,999
10 Gamer		25,000-34,999
11 Gamer, 1st Class		35,000-49,999
12 Archgamer		50,000-64,999
13 Archgamer, 13th level		65,000-79,999
14 Archgamer, 14th level etc.		80,000 plus 20,000 per level after 14th

LEVEL PROGRESSION: DUNGEONMASTERS		
Level Title	Experience	Points Required
1 Initiate		0-1499
2 Apprentice		1500-2999
3 Expert		3000-4499
4 Overseer		4500-5999
5 Supervisor		6000-8999
6 Moderator		9000-11,999
7 Mediator		12,000-17,999
8 Arbitrator		18,000-24,999
9 Referee		25,000-34,999
10 Referee, 1st Class		35,000-49,999
11 Judge		50,000-74,999
12 Dungeonmaster		75,000-99,999
13 Dungeonmaster, 13th level		100,000-124,999
14 Dungeonmaster, 14th level etc.		125,000 plus 25,000 per level after 14th

Note that a Dungeonmaster, 18th level (and higher is also called an "Overlord.")

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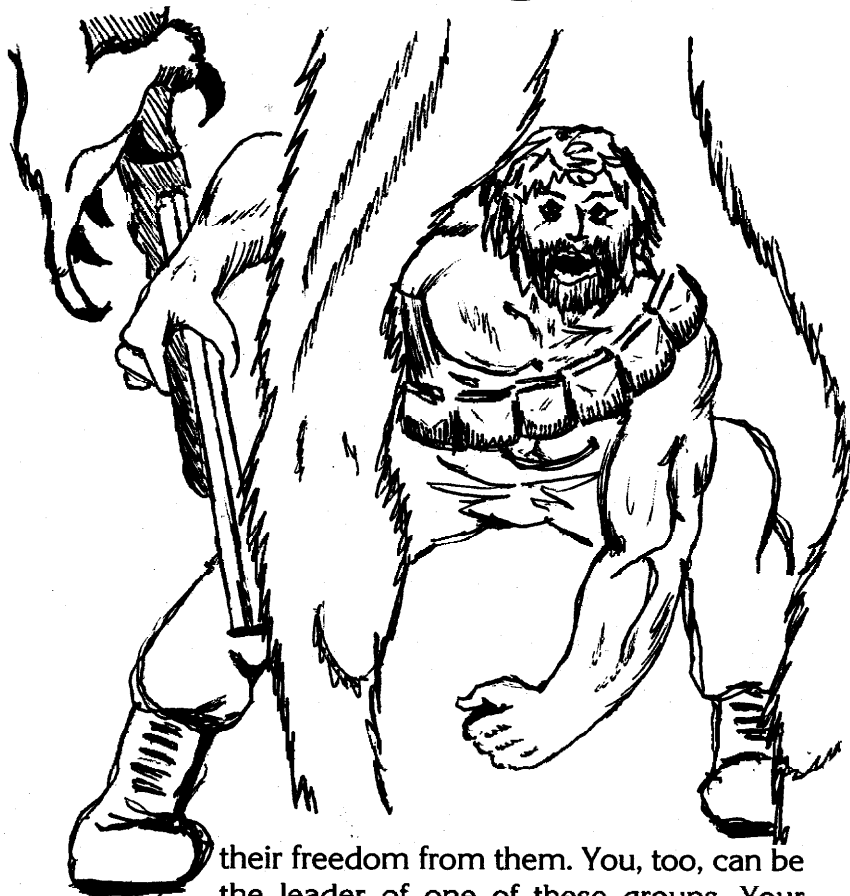
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SPLINTER GROUP

His name was Theo Blastik, and he was scared. He wriggled uncomfortably beneath the pile of loose rafters and debris which he had chosen as his "position". He had only been with Splinter Group One for a few months, and this was to be his first glimpse of action. He watched as the others of the Group found their places and melted completely into the walls and alleyways of the city. An ambush! He hoped that they could pull it off!!!

"It'll be like shooting fish in a barrel!" The Leader had said. But "They" had a reputation for not being easy to kill. He had never seen "Them", but he had long ago learned how to fear them. He glanced down at his rifle, and thought that perhaps today he would learn how to kill them.

The Governments had become far too complacent in the security of their defense shields. The Leaders had become far too many figureheads without any real control over their people. The people had become far too lazy, and relied on their drones and machinery for the least little request. The time had been right, and "They" had found the earth ripe for plucking! What was inconceivable had occurred. The earth was conquered! More than conquered it was devastated and laid to waste! Only small groups of individuals, ravaged by war, and torn by hunger, were able to melt away into the corners of the world. Over the next 50 years, these groups found survival itself difficult. Food became the all important factor. But now "They" had become complacent. Secure in the knowledge that the earth was a beaten world, they had withdrawn much of their army, and had spread themselves thin over the face of the earth. One by one the "Splinter Groups", as they came to be called, rose to visit revenge upon those who had taken their home and



their freedom from them. You, too, can be the leader of one of these groups. Your group's actions and their incentives—whether to fight on against the alien invader or merely to provide comfort and security for its members—are yours to decide. Splinter Group is a correspondence game which allows a Myriad of options. The game can be as simple or as complex as you wish.

Splinter Group can be entered for as little as \$2.00. Each succeeding turn in the game will also be \$2.00. Players can play as quickly or as slowly as they wish. To enter Splinter Group please send a check or money order for \$2.00 with the coupon below.

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GIANTS IN THE EARTH

CLASSIC HEROES FROM FICTION & LITERATURE

Lawrence Schick and Tom Moldvay

INTRODUCTION

The purpose of this article is to add an element of novelty and unknown danger to the DM's high-level encounter table, and to give players a chance to actually meet up with heroes from their favorite fantasy books. The referee is advised to use these characters with discretion. They are a lot of fun to run, and the players should have an interesting time dealing with them.

These heroes are all in some fashion exceptional, and thus they deviate a bit in their qualities and capabilities from standard D & D. Also, most originated in other universes or worlds, and so were not bound by the same set of restrictions that apply to the average D & D character. Some are multi-classed, for example. This system has been used to describe the skills and abilities of the characters as they appear in the literature, even though some of these combinations and conditions are not normally possible. In addition, some minor changes have been made in order to bring them in line with the game and to enhance playability.

Note: For the game purposes of these heroes: Dexterity 18 (00) gives +4 on Reaction/Attacking, -5 Defensive adjustment and three attack per round for high level fighters. Constitution 18 (00) gives fighters +4.5 per hit die bonus.

Leigh Brackett's

ERIC JOHN STARK (and NORTHHOUNDS)

ERIC JOHN STARK

15th level fighter
ARMOR CLASS: 0
MOVE: 8"
HIT POINTS: 90
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8 (+3)
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 50%
ALIGNMENT: Chaotic-good
STRENGTH: 18 (62%)
INTELLIGENCE: 14
WISDOM: 11
DEXTERITY: 17
CONSTITUTION: 16
CHARISMA: 14
HIT BONUS: +2
PSIONIC ABILITY: Nil

NORTHHOUNDS

FREQUENCY: Very rare
NO. APPEARING: 1-6
ARMOR CLASS: 5
MOVE: 15"
HIT DICE: 4
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-10, 1-6, 1-6
SPECIAL ATTACKS: Killing fear
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Chaotic-good
SIZE: Large
PSIONIC ABILITY: Special



Eric John Stark is about six feet tall with short black hair and light-colored eyes. He is lean and well-muscled, sinewy rather than massive.

He wears synthetic pants and shirt covered by plasteel mesh armor, hence his 0 armor class yet fast movement.

Born in a mining colony in Mercury's twilight belt, Eric John Stark was orphaned at an early age. He was adopted and raised by the sub-human aboriginals who clawed out a precarious existence in the sun-stricken valleys. Stark's early life was a constant struggle for survival. He was given the name N'Chaka, the Man-Without-a-Tribe, by the aboriginals.

When miners caught and slaughtered his foster-parents, Stark tried to kill them but was himself captured. The miners put him in a cage and took him around the camps as a one-man freak show. A Terran administrator, Simon Ashton, rescued him.

Simon Ashton became Eric John Stark's second foster-father. He raised him to cope with civilization but was only partly successful. His early life left a lasting mark on Stark. He does not feel at ease in urban surroundings. He has a near-pathological need from freedom and has become a totally masterless man whose only loyalties are to himself and Simon Ashton.

When Eric John Stark rescued Simon Ashton from imprisonment on the planet Skaith, he killed the king-dog Flay and took over pack leadership of the Northhounds. There is a 25% chance that 1-6 Northhounds will be accompanying Eric John Stark at any given time.

The Northhounds are huge, specially-bred dogs with the psychic ability to radiate a killing fear. They stand four feet high at the shoulders, are covered with shaggy white fur, and have large, unnaturally brilliant eyes. They will attack on Stark's command or in self defense. Characters who are attacked psychically must first save versus death (poison) then versus fear. Each hound may attack 1-4 characters, regardless of level. The hounds also can attack with a bite and two paws but they always prefer to attack psychically first. If a character kills Stark there is a 30% chance they will accept him as new pack leader (50% if character is non-human). If the character also survives a psychic attack by the Northhounds (makes both saving throws) add 40% to his chances of being accepted as new pack leader.

Eric John Stark leads the Northhounds because, when the hounds attacked him, he reverted to his N'Chaka personality. The hounds do not consider N'Chaka human. As N'Chaka, Stark is capable of an animalistic fury which increases his hit probability to +5 and his damage to +7 but lowers his armor class to 5. Such ferocity can only be maintained for 2-8 melee rounds. In battle, there is a 35% chance each melee round that Stark will revert to N'Chaka. If trapped or backed into a corner, there is a 70% chance each melee round he will revert to N'Chaka. Any empathic spell or attempt to charm Stark will automatically bring out the N'Chaka personality. N'Chaka has a +8 save versus empathic spells and charm.

Eric John Stark is a mercenary by profession. If encountered, roll an 8-sided die. 1: Stark has been sent by an anonymous benefactor to help one party member (at random). His help lasts for the duration of the adventure. 2: Stark is on a mission to kill one party member (at random). 3: Stark is guarding the nearest treasure. 4: Stark had heard that the party is seeking treasure and offers his services for 10% of whatever treasure he helps win. He will serve for one adventure only. 5: Stark has been sent to capture one member of the party (at random). He may fake joining the party until a favorable time for capturing his victim and escaping without being killed. 6: Stark has been sent by a wizard to inform the party where the nearest enchanted monster lair is.

He may or may not help them depending on his reaction to the party. 7, 8: Treat Stark as a normal wandering monster.

REFERENCE: *People of the Talisman* and *The Secret of Sinharat* (paperback, published by Ace Books as a double). *The Ginger Star*, *The Hounds of Skaith*, and *The Reavers of Skaith* (paperbacks, published by Ballantine Books). All by Leigh Brackett.

Lord Dunsany's WELLERAN

ARMOR CLASS: -2
MOVE: 7"
HIT POINTS: 113
NO. OF ATTACKS: 2/1
DAMAGE/ATTACK: 1-8 (+4)
HIT BONUS: +2
ALIGNMENT: Lawful good
PSIONIC ABILITY: Nil
STRENGTH: 18 (78%)
INTELLIGENCE: 13
WISDOM 14
DEXTERITY: 18 (07%)
CONSTITUTION: 18 (65%)
CHARISMA: 16



"Where the great plain of Tarphet runs up, as the sea in estuaries, among the Cyresian mountains, there stood long since the city of Merimna well-nigh among the shadows of the crags." In the past, before the city-men grew mild and mellow, Merimna produced many great captains of war who constantly defeated the tribal nations who sought to conquer Merimna. Soorenard, Mommolek, Rollory, Akenax, and young Iraine were great heroes whose memories protected Merimna long after their deaths. But the first, and the greatest, of the hero captains was Welleran. Wielding his terrible curved sword, his blood red cloak flowing from his shoulders, Welleran rode his pure black steed into battle and none could stand against him.

When, at long last, Welleran received a mortal wound, he rode alone to a nearly inaccessible ravine, and cast his body in that it might be hidden from all men. Soorenard, Mommelek, Rollory, Akenax, and

young Iraine all followed Welleran's example so that a hundred years after the death of Iraine, the tribes believed that the great heroes of Merimna were still alive, waiting to attack again if the tribes advanced beyond the mountains to the plains before Merimna. This deceit was aided by the life-like statues of the heroes which could be seen on the ramparts of Merimna even from the far mountaintops, and the red-cloaked guards who sang Welleran's old songs as they paced their rounds.

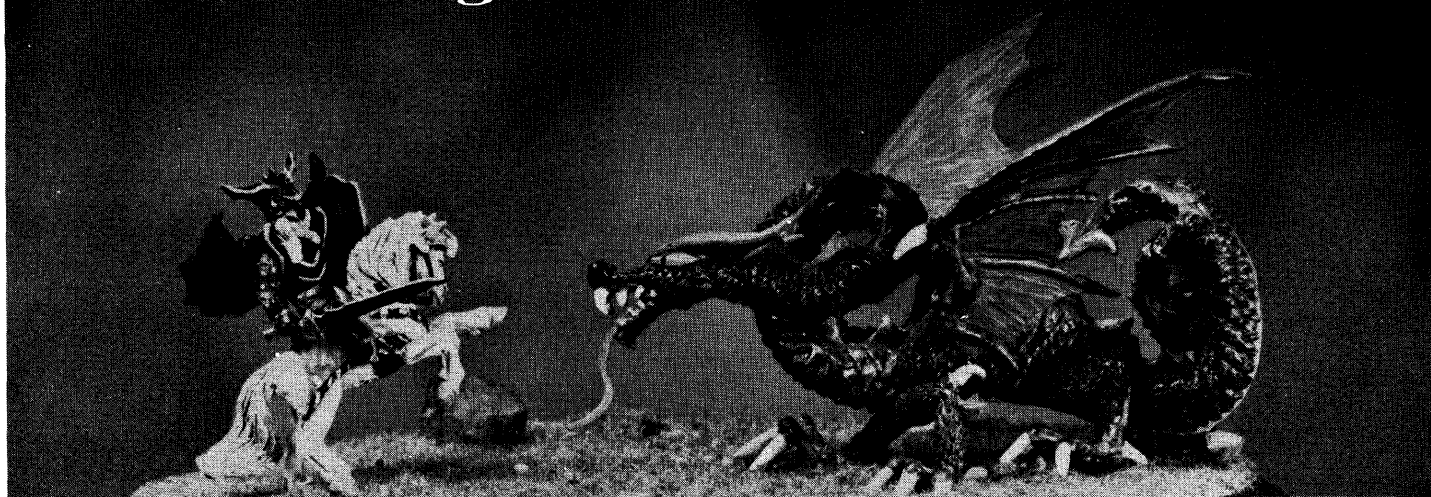
Eventually two tribesmen stole into Merimna at night and discovered the truth. The tribes advanced to battle, swearing a vengeance for past defeats which would culminate in the sacking of Merimna. The city-men gathered up weapons which had not been used for a century and formed amateur battle ranks upon the plain.

The night before the battle, the ghost of Welleran possessed a young man, Rold, who had always been fascinated by Welleran's sword and cloak (on display in a glass case). The ghost of the other heroes likewise possessed dreaming sleepers and what should have been a slaughter of the city-folk turned into a massacre of tribal warriors instead.

The ghost of Welleran, having reacquired a taste for battle, cannot rest. It continues to possess anyone who chances to pick up his sword and wear his cloak. Only Lawful good characters may touch sword or cloak. Treat the sword of Welleran as having 17 intelligence and 15 Ego, activated only if the individual carrying the sword is attacked. If the sword takes over the character, that character becomes Welleran for the duration of the battle, gaining all Welleran's abilities and hit points (temporarily). When the battle is over the player character returns to normal. Unfortunately, possession by Welleran takes energy, so for each battle where Welleran is in control, the player character permanently loses 1 hit point.

REFERENCE: "The Sword of Welleran" from *Gods, Men, and Ghosts: The Best Supernatural Fiction of Lord Dunsany* (paperbound, Dover Publications, Inc.), or, *The Young Magicians* (paperback, Ballantine Books, Inc. edited by Lin Carter), or, *The Sword of Welleran* (hardback, copyright 1908, long out of print), by Lord Dunsany (Edward John Moreton Drax Plunkett, 18th Baron Dunsany).

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MONTY STRIKES BACK

James M. Ward

We were on a winter level tonight and were far from pleased. It was Friday, one of our usual D&D nights and we were going down into a refrigerated level of Monty's that we had found weeks before. We had all made fur coats for our figures and most of the group was going down. Robert, Jake, and Dave (I) (Tractics boys through and through) were going down as their 20th level fighters; Brian (a tractics lover too, but a fanatic on Western Gunfight) was going as his 21st level thief/fighter/cleric dwarf; Ernie, Dave (II), and I were going down as wizards of the 18th level (just little guys); Freddie was his stupid high level sword carried by a flesh golem from Jake's golem squadron; Tom and Tim went as druids (probably because they liked all types of herbs).

The three ancient white dragons guarding the door were no problem. It was just a matter of running in the chamber *hasted* and *invisible* and throwing three *hold monsters* at the things. They didn't have any treasure, they were just there to slow us down a bit. As we walked through the door Monty gave his "evil" chuckle (which always meant we were in big trouble) and we were told that we were sliding down a sheet of glare ice. We wound up pinioned against a mass of ice spears and everybody but Freddie had taken damage. He then thought it would be a great idea to use his flaming power to melt the spears away. Ernie and I, knowing the horrors Monty could think up, tried to stop him but it was too late. We were hit from above by partially melted ice stalactites and again Freddie was the only one unharmed.

None of us were pleased, but we all took it in stride and started off in a southerly direction hoping for a warmer climate. That's when we met the "Wolfoids". Monty didn't call them that, he called them humanoids with wolf heads and we weren't worried (but I had a suspicion this level was turning out to be far from kosher). Robert and Tim rushed out in the lead (our Diplomacy experts) and were going to talk but the "Wolfoids" weren't in the mood. They started to glow and came in swinging big pikes while the leader of the group unlimbered a pistol of some type and burnt off one arm of the flesh golem, (the one with Freddie in it). We magic users threw out a horde of magic missiles that Monty told us bounced off the glowing shields around the "Wolfoids". The things hacked at our three fighters their round and our hacks back didn't even touch them. Then our Druids really came through and warped the wood of the pikes and the wolves sat stunned for a turn while we made a mud pond for their feet. Their glowing shields went out in their struggle to be free and they were easy meat then. We managed to get the gun away and Ernie and I had a discussion on who of us two should get it for the adventure since we were the only ones in Monty's game (with these characters) that had used pistols of any type (much to the disgust of the tractics boys and Brian). I let Ernie have it, nice guy that I am; besides, how did I know Monty didn't have a self destruct mechanism attached for the tenth shot or something?

We traveled down an ever widening corridor and were confronted by three oval robots. All of us had fought robots in the past and we had a healthy respect for them (especially Ernie who refused to even come close to them). Tim and Robert went out again to try to talk to them and weren't pleased with the results. Glowing tentacles went out and tapped

them on the shoulder (before they could duck, of course) and caused them to fall unconscious to the ground. They both started yelling about saving throws, magical armor, and artifacts but Monty just smiled that "go and kill yourselves will ya" grin of his and told them they were out of it for awhile. The stupid things started coming towards us with those tentacles out and glowing and thoughts of running crossed our minds. Dave (II) then had a brilliant thought and told Monty he was telekenesing Freddie over to the robots. This brought large protests from the ever retreating Freddie and even larger smiles from the rest of us (it must have been all that typical Petal Throne sadistic thinking that gave him that idea). Naturally, when one of the robots reached out and grabbed Freddie the swords powers took over and he had control of the robot (something Freddie would have never thought of by himself). He used it to get the other two and we had a new flunky. When we found 17 huge gems in each robot we had to restrain Ernie from breaking Freddie's robot open for its treasure. He kept saying something about "the treasure jingling in the wrong pockets" or something like that.

Anyway, the frosty corridor ended in a metal door and we had to *knock* spell open, which really irritated Robert and Jake who had on girdles of Storm Giant strength. The door opened out onto a multi-roomed chamber. Brian was told by Monty that his infravision picked up some strange emanations in a room with a clear panel wall blocking it. Dave (I) charged right through it in typical *blitzkrieg* fashion and promptly received ten dice of damage with Monty explaining it as being strange painful burn welts. I felt I knew what was happening, but I wasn't saying anything until I was sure. Just in case I was right I moved my figure to the back of the group and took Ernie's with me. We didn't find anything in the rooms but some cheap steel bracelets with colored rectangles on their tops. I took one of every color with nobody saying anything about it because they all thought I was kind of greedy anyway. Freddie was able to find an ice blocked door and Dave (II) melted the ice and Monty showed us a picture of what it looked like. I noted the color band strip on the side of the door while Dave said he was opening it with a knock spell. I secretly passed Ernie a note telling him that we weren't in our relatively safe and happy D&D land, but in the horrible, insane world of Metamorphosis Alpha. We all had a copy of the rules, but didn't play it because it was too tame for most of us.

Ernie and I stayed back to watch the fun as Dave (I) and Tom took our figures through the door. We were greeted with a winter forest scene and Tim and Tom wanted everyone to follow them saying that only druids could truly work best in a forested outdoor. It was a minute later that the trees started grabbing for the front members of our party. Tim and Tom both cast plant control spells and went wild when they saw Monty rolling three six-sided dice for saving throws for all the trees.

"What do you mean they get saving throws?" asked Tim. "I'm a druid, I know all about plants."

Just then we all failed to make our saving throws and lost six hit points each. Ernie and I ran and all the rest followed suit. We came to a wall and an open door and Freddie took the robot in, not worried about any type of attack hurting him. He and the robot were grabbed and forced into a pressing machine. The robot was ruined (so were his

gems) but Monty allowed Freddie to come out of the machine as a long strip of very flat metal, not useable as a sword, but still having its magical powers. From out of these machines came a horde of winged snakes of huge size. The fighters rushed up swinging with their swords and were greeted by batches of spat poison. Jake and Robert died (not making their minus four poison saving throw) and Dave (I) had his sword split apart by the action of the snake's acid poison. That didn't bother Dave, he just pulled out his second vorpal blade and went on swinging. Tim, Tom, and Brian all threw snake charms at the things and without rolling a saving throw, Monty said they didn't work. Those three started shouting about all snakes getting saving throws no matter what type. Monty (smiling again) said "That's true if what you were fighting were reptiles." Everyone but Ernie and I sat there with their mouths open wondering what they had gotten themselves into. We tossed *sleep* spells and got the whole batch (making me wish I had taken lots more *sleep* spells.) We found piles of copper and silver bars and when we tried to teleport them away they wouldn't go. This made Dave (II), Ernie, and I start to sweat, but a wish worked so we weren't worried; if we had to get out of there surely one of us had a wish spell. Robert's "Rod of Seven Parts" brought him back to life and Jake's "Ring of Gax" woke him up after we promised to sacrifice ten elves to it and we were on our way again.

As we were traveling in this outdoor section of the level, we came across a herd of blue cattle with long horns. It didn't bother us (except for Ernie and me) and Monty told us they were clustering around a thing we couldn't see. We all went closer and Monty rolled just one set of three six-siders and told us all we were down to one hit point. That was just too much for most of us. We had been spat at, plant grabbed, almost killed, and radiated and it was time for us to strike back. We unlimbered stuff we hardly ever used. Tim took out his "Eldest Worm Orb"; Jake took out his "Sword and Eye of Vecna"; Robert took out his "Rod of Seven Parts"; Brian summoned his "Servant of Leuk-O"; Dave (II) grabbed his "Horn of Change"; Dave (I) summoned his flying "Throne of the Gods"; Tom took out his "Sabre of Kas"; just to follow suit and not be shown up by the rest of the boys, Ernie grabbed his "Orb and Sceptre of Magic," and I took out my "Stokes Co-Agulator." After we were through firing, spelling, changing, and melting there wasn't any-

thing left where the cows had been, but a big hole in the ground. Unfortunately for us Monty started laughing.

You have to know something about Monty to appreciate this. When he is fooling us and we are stumped (which happens often), he is all smiles. When we do stupid things (which happens not quite as often, but almost) he smiles and chuckles. When we pull off great tricks and beat or are beating his prize stuff (a rare occasion, he takes it seriously and still has fun right along side of us. But when he laughs after we just blew apart one of his pet things, we all knew we were in "big" trouble. Ernie and I both looked at each other with that "shall we teleport out of this mess?" look, then the thought came to both of us that we couldn't. We both made a grab for each other's spell lists to see if the 9th level wish spell was on them (they weren't). We grabbed for Dave's and we didn't find one there either! Monty told us that out of the hole we had made was coming a batch of green vines. Tom, Tim, and Brian's speak with plants spells worked great on the first batch and they were ordered away. The second batch that came out almost immediately was pink and they ignored Tom, Tim, and Brian's spells. Robert, Jake, and Dave (I) chopped them to pieces and that worked fine. The third batch of plants were pink and scaled and ignored chops and clerical spells and the magic users had to lend a hand and that worked fine. I was all for running (I want that noted for posterity) but Ernie said "think of the great treasure this thing must be guarding" and nine sets of greedy eyes sparkled at the thought. We all unlimbered our artifacts and again watched a batch of red and pink, scaly, plant vines come out of the hole. We let loose with the same type of blast that took out the cows and then we rushed up to the hole to go blast at its source. We were greeted by a growing batch of orange, red, and pink dotted, scaly, plant vines that seemed to be growing from huge tanks below us. We all knew that we were in trouble but we had to try, so we gave this thing a blast to no effect and we were all grabbed. I think it was Robert who yelled "try psionics" and we all used our powers to blast it once more. Monty said we could see the new yellow, red, orange, and pink dotted, scaly, plant vines growing out of the tank. That was too much for us and we all tried to leave by pouring ethereal potions over ourselves. The vines grabbed our ethereal bodies and that was the last we ever saw of our characters.

A New Character From Canada

FREQUENCY:COMMON

MOVE:VERY FAST

HIT DICE:REASONABLE RATES

TREASURE TYPE:MOTHER LODGE

DAMAGE:NONE

INTELLIGENCE:NONE

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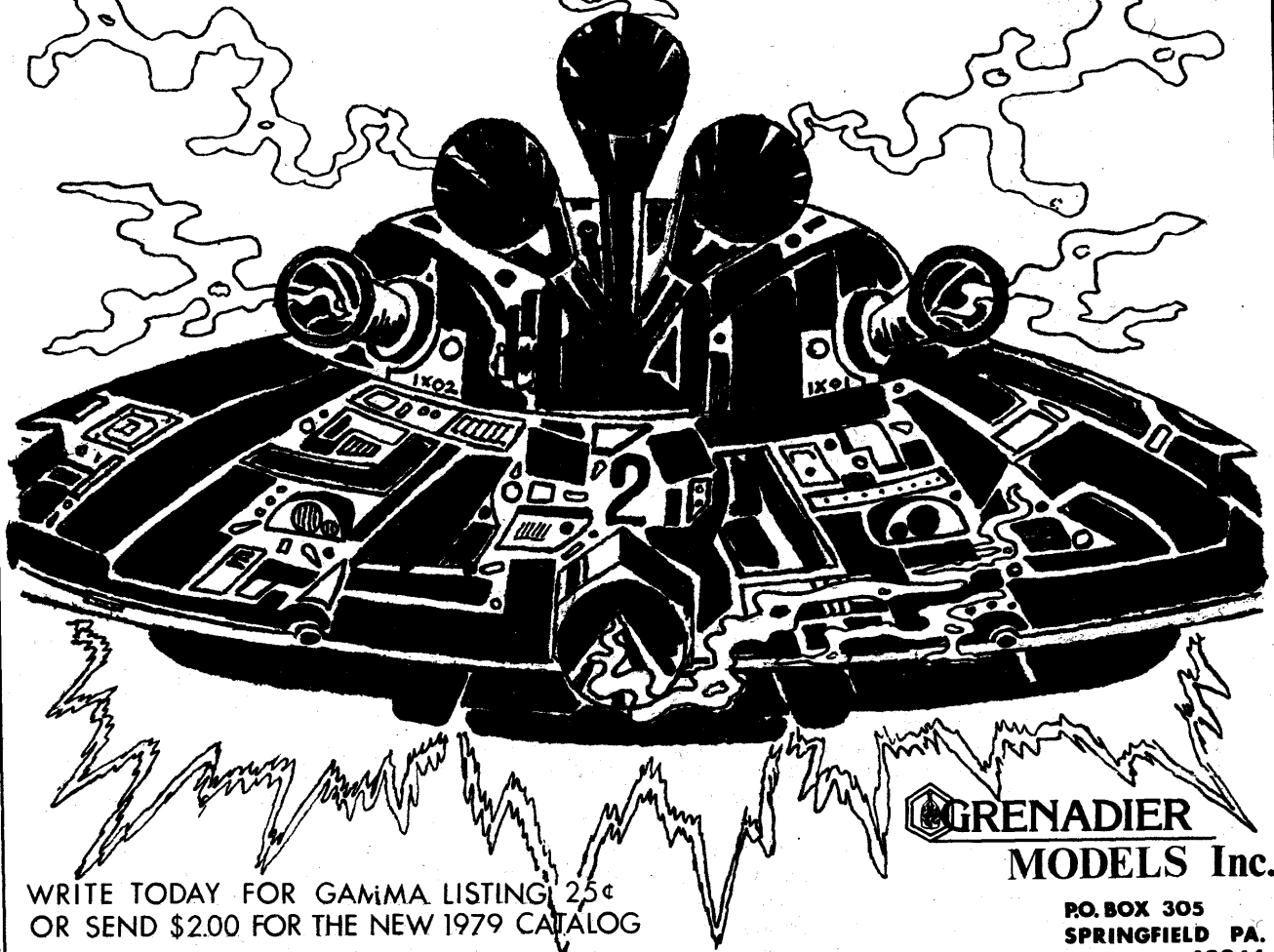
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Politics of Hell (con't from page 3)

zebul’s attempts to restore order were futile because the more powerful arch-devils would not agree with Beelzebub on how to resolve some of the more important conflicts. In fact, some of them preferred to let the situation deteriorate so that they could increase their personal power. Also, the spirit of anticlericism and atheism that the devils had succeeded in creating worked against them, for people rejected the idea of devils as mere superstition when they rejected the idea of a God. Many of the devils were dissatisfied with the rule of Beelzebub, but there was no apparent successor. Astaroth, the next most powerful devil, was happy in his role as Treasurer of Hell, and he almost always achieved his objectives without needing the mantle of authority that being Lord of Hell gave. Adramelech was not a very personally strong devil, and he was rather ineffectual when things were as disorganized as they were. Dispaten and Geryon were strong, but they lacked the necessary talents of leadership. Most of the other arch-devils were satisfied to increase their power at the expense of Beelzebub’s, because they thought that the position of Lord of Hell was a thankless job, and that if someone with less sheer power than Beelzebub held the post that Hell would be worse off than it already was.

However, there was one arch-devil who felt differently. Asmodeus was an arch-devil, but he was one of the lesser ones. He was sort of an administrative assistant to Amaimon, who was in command of the largest of the four armies of Hell. Asmodeus took care of non-military matters for Amaimon. Asmodeus was also the devil in charge of politicians and bureaucrats, as noted previously, and with the rise of democracies in the 18th and 19th centuries, his influence also became greater. Asmodeus was a master of deception, and he had great skill in finding things out, especially concealed treasures, which were invaluable traits in dealing with politicians. Asmodeus was therefore well-known in Hell, and he was well-informed on important matters in Hell, but most devils saw him as a minor functionary in the upper echelons of Hell. However, the skills of diplomacy and negotiation which he had developed in order to better help human politicians were very useful in Hell, because of the disorganized situation there. More and more Asmodeus found himself mediating disputes and helping to form consensus among the devils on important policy matters. The devils came to respect his judgment, and set him to organizing some of the more important projects. Asmodeus decided that his administrative skills were just what Hell needed. So, he approached some of the more powerful devils and suggested that he might make a better ruler than Beelzebub. Support for his plan was lukewarm at first, so he sweetened the proposal by doing a number of one-shot favors, or promising to do something that they especially wanted. After a while, many came to agree with him, but there were still a significant number who thought that Beelzebub’s power was necessary to maintain any semblance of order in Hell. Asmodeus found a solution: he promised to retain Beelzebub in Hell at the top of the hierarchy, second only to himself. The devils agreed to support him so long as they did not have to resort to violence, although they would if necessary refuse to obey Beelzebub’s orders in a show of solidarity. Even Astaroth agreed that Asmodeus would probably be a more capable ruler.

With the support of the devils assured, Asmodeus revealed his plan to Beelzebub. Asmodeus demanded that Beelzebub voluntarily reduce his personal strength in order to prevent any possible future challenges to his authority, and that he change his name from Beelzebub, meaning “Prince of Devils,” to Baalzebul, meaning “Lord of the Flies” (i.e. little devils). The reason for that was so that the old rituals of power invoking the old name would not work. Beelzebub was enraged with that, and almost attacked Asmodeus, until Asmodeus told Beelzebub to see which side the other arch-devils were on, such as Astaroth. Beelzebub hesitated, and then reconsidered his attack. He summoned Astaroth. Upon his arrival, Astaroth greeted them with, “Hello, Baalzebul. Hello, Lord Asmodeus.” And with that Beelzebub knew that he had been overthrown.

Thus it was that Asmodeus became Lord of Hell. Shortly thereafter, the “War to End All Wars” was fought, and then came Mussolini and Hitler, the death camps and purges, the A-bomb and other atrocities in a war that claimed more than 15 million lives in battle and countless other lives. One could say that Asmodeus has had some success.

Through his politicking and playing one devil off against another,

Asmodeus manages to keep a fairly tight rein on the activities of the devils. Baalzebul still secretly schemes to retake his former position, and there are a few other devils now who think that they could handle the leadership of Hell, but none dare openly oppose the rule of Asmodeus.

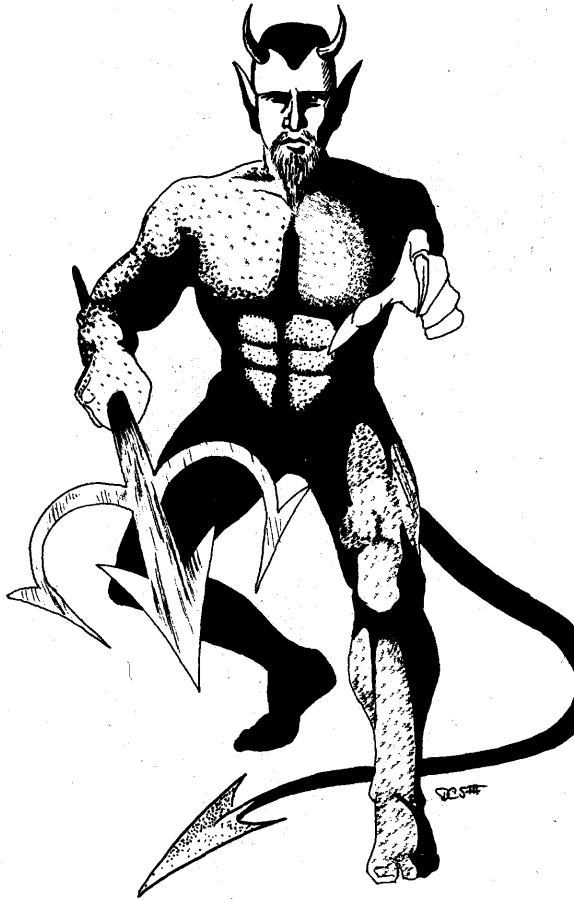
Asmodeus has reorganized Hell to suit his purposes. Satan had originally divided Hell into nine distinct planes, in order to keep track of which damned soul went where (no pun intended). Asmodeus has dispensed with the old structuring and doled out the planes as sort of fiefdoms under his suzerainty. He kept the ninth plane as his personal demesne and granted the sixth and seventh to Baalzebul, out of respect for his previous service, making him the only devil to rule two entire planes personally. Dispaten and Geryon were also granted entire planes because they were the first to support Asmodeus, and they have since been his most loyal followers. The other planes are divided among the other six dozen or so arch-devils. Astaroth was offered a plane, but he declined the responsibility. Asmodeus has used his position to increase his personal strength to the point that he is now the most powerful devil to be found on the nine planes of Hell. This is unheard of, but it was barely permissible by the Laws of the Multiverse because the departure of Satan and Belial from Hell and the reduction in strength that Baalzebul took left a slight imbalance in the Multiverse which Asmodeus used to increase his own strength. And so, all the planes of Hell are now securely under the dominion of Asmodeus, Lord Of Hell.

More Diabolic VIP's

	Satan	Belial	Astaroth
FREQUENCY:	Very rare	Very rare	Very rare
NO. APPEARING:	1	1	1
ARMOR CLASS:	- 8	- 4	- 6
MOVE:	whatever is necessary	12" by himself 24"/48" in chariot	18" by himself 9"/24" on dragon
HIT DICE:	333 points	122 points	155 points
% IN LAIR:	5%	1%	95%
TREASURE TYPE:	H (x2), I (x2), U (x2)	U, W	unlimited
NO. OF ATTACKS:	1	1 bite	1 (plus snake)
DAMAGE/ATTACK:	10-100	3-18 + poison	1-8 (See <i>Monster Manual</i> for snake)
SPECIAL ATTACKS:	+3 or better weapon and purity of heart required to hit	+2 or better weapon to hit	+3 or better weapon to hit
MAGIC RESISTANCE:	95%	80%	90%
INTELLIGENCE:	God-like	Genius	Supra-genius
ALIGNMENT:	Lawful evil	Lawful evil	Lawful evil
SIZE:	Variable	L (11')	L (8')
PSIONIC ABILITY:	Special	222	Special
Attack/Defense:	Special	All	Special

SATAN (“The Prince of Darkness,” “The Adversary,” Lucifer, “The Prince of Light”): First among devils, Satan is a being feared by all. He can appear in any form he wishes, but the form he prefers is that of a normal man, having features which are most likely to engender trust and respect from the person he is dealing with. In places where he is master (which are rare these days, although becoming more common), he will appear in roughly humanoid form, about 7’ tall, with horns, tail and pitchfork and having a deep red skin color, almost maroon, with a majestic countenance. He can move as fast as he wants to, and he can accurately teleport, cross dimensions or even travel through time if need be. In order to strike Satan with a weapon, the attacker would need a +3 weapon to hit him, and he would also have to have a clear conscience and an absolute determination to pursue one’s objective, which of course must be of the purest motives. Anyone who dares attack Satan psionically will automatically fall into his control forever (a Wish can recover an individual, but nothing less will do). Of course, Satan cannot be affected by a psionic attack, but he will not use normal psionic attack modes. Satan may use any spell or psionic discipline as often as he likes. He casts spells as if he was a 30th level caster, except for druidic spells, which he casts as a 14th level caster. He uses psionic disciplines as if he had them at the 30th level of mastery with a psionic ability of 500, although he does not actually use any points doing so. Satan also has the ability to alter fate, in order to cause a number of unfortunate events to happen to an individual, such as the death of friends and family and the ruin of business, career, property, social status, reputation and health, to start with. Fortunately, however, for the victim, if he remains resolute in the face of this suffering, the forces of good will eventually relieve his problems in order to maintain the Balance of the Multiverse, although the victim may not receive any compensation for the trouble he has gone through.

Satan's main ability is the power of Temptation. He can grant anyone a wish that will give him anything he desires. All he has to do is sign a little contract, using his own blood in lieu of ink. These wishes are much more powerful than ordinary wishes. Satan can also grant normal wishes without the blood contract, but he rarely does so except to give some kind of assistance to those already doomed, or perhaps as a reward for faithful service. For anything important, he usually insists on a



contract. After seven years a person who has sold his soul to Satan for one of these wishes will surrender his soul to the devil (wishes notwithstanding). If the individual has wished for immortality, then the time of collection is whenever the individual decides that he has had enough of life, and voluntarily goes to Hell (most people do in the end), or else until the person dies by violence (immortality does not protect a person from being killed either by accident or by combat, although Satan will sometimes give a person some protection against this, such as magic armor or a wish or two, or something along those lines, because Satan prefers people to come to hell of their own free will). Most people choose to go to Hell eventually. For those who appear to be able to put up with immortality, Satan has been known to give a few unexpected surprises, which of course is not covered in the contract, in order to make the decision to go to Hell easier by making life a little less pleasant (i.e. intolerable). If a person has not wished for immortality, then he may have more wishes. Each one costs a year of the condemned one's remaining time. It is best to have the contract actually written out, with identical copies for the player character and the DM (which the player should study carefully before signing), because Satan is extremely literal, and he takes sadistic pleasure in twisting the intent of a contract by fulfilling its letter. Normally, a lawyer cannot be consulted on such a contract, and those who will give legal advice on such matters charge an exorbitant fee. The contract will typically be simply worded, stating who gives and gets what (*n. b.* although the character must sign in blood or the equivalent, the player need not do so; in fact it is recommended that the player not do this because, health considerations aside, it might just turn out to be binding, if the tales are true).

Once an individual accepts a wish from Satan, there is little chance of getting out of the contract, but it is possible. It is impossible to remove the compulsion to surrender one's soul to Satan unless the contract was signed while the individual was not in control of himself, in which case the contract is void and the wish is revoked. Satan will retaliate against the person responsible for this. However, as long as a person is satisfied with the contract, or at least as long as the person does not want to get out of the contract, there is no power in the universe — not a wish, not even God Himself (well, maybe He can, but He never has) — that can terminate the contract. On the other hand, if the condemned person decides that he wants to get out of the contract, there are steps he can take. He still cannot remove the compulsion to relinquish his soul, but he can enlist the assistance of some ultra-powerful being who will do battle with Satan on his behalf. Unfortunately, once the person decides that he wants to terminate the contract, the time he has remaining in years is reduced to that many hours before Satan comes to collect, so one must act quickly. Also, any other devil will attempt to detain the condemned person, or failing that, to kill him. The devils cooperate with Satan in this one area because the reputation of all devildom is at stake. Naturally, a person cannot take any positive action to get out of a contract without first deciding to do so. Any Jewish, Christian or Muslim cleric of at least Patriarch level (such as a Cardinal, Primate, Metropolitan, Chief Rabbi, Ayatollah, Caliph or equivalent) can invoke the name of the Deity to save the person's soul. However, they usually require some token of one's devotion to the cause of good, such as the performance of some appropriate Quest, as the price of redemption. In any event an Atonement spell must be cast on the person, and a Quest usually is too (hence the requirement of an eighth level cleric). These can be done by God Himself, or any other ultra-powerful being, if He (or he, or she) can be contacted. The normal penalty for failure to complete the Quest is the immediate return of the person's soul to Satan. "Heathen" clerics of eighth level or higher may also call upon their so-called gods to help an individual. However, only those capable of beating Satan would be willing to help, and even then a god might not want to bother unless the god was especially merciful, or the person was particularly worthy of the god's attention. Usually Satan will back down from such a challenge, but if he thinks that he has a good chance of defeating the being then he may make the attempt. If Satan wins, there's probably no second chance.

Satan's allies include those covens of witches who worship him, most others who have sold their souls to him, and Belial. Sometimes Satan will ask one of these humans to perform some task for him. This is entirely voluntary (well, almost: although it's not a good idea to cross Satan), and he will reward the person appropriately upon completion. His enemies include all those devils who acknowledge Asmodeus as Lord of Hell (i.e. all the other devils), all the demons, all the angels, all the gods and other powers of good, chaos, neutrality, or any combination thereof, and all the gods and other powers of lawful evil and neutral lawful or evil who are allied with or support Asmodeus or any other enemy of Satan. (And you thought your character had problems!)

BELIAL (pronounced BEE-lee-ul; the name means "Worthlessness"); At one time, Belial was the devil in charge of politicians, the supreme commander of the armies of Hell and the personal lieutenant of Satan. He now spends most of his time on the run throughout the multiverse. In the *Lesser Key of Solomon*, a medieval grimoire which lists and describes most of the arch-devils, Belial is described as a beautiful angelic being riding a chariot of fire, and his voice is pleasant to listen to. Belial's Chariot of Fire has three times the hit points and capacity of a *Chariot of Sustarre*, but otherwise it is equivalent in all respects. If it is destroyed, he can replace it the next day. He has the power of *beguiling*, with an extra -2 on the defender's saving throw. Those who wish to summon Belial must sacrifice something of great value to the summoner, because he wishes to avoid being summoned by a potential enemy, of whom he has many. Once per turn or melee round, Belial may use any one of the following powers at will: *pyrotechnics*, *produce flame*, *wall of fire*, *light*, *read languages*, *read magic*, *detect invisible*, *locate object*, *invisibility*, *beguiling* (as noted above), *geas*, *restoration*, *raise dead fully*, (*fulfill another's*) *wish*. Once per day he can find a *familiar* of the summoner's choice automatically, and use a *symbol of fear* and a *symbol of stunning*. His skill in dealing with politicians is almost equal to that of Asmodeus, although Asmodeus will attempt to

punish anyone that he finds out has been consorting with Belial. As the former commander of the armies of Hell, he still commands great respect from the troops (somewhat like Napoleon). They will not directly act to harm him, and they will give him some assistance if they can do so



without being caught by the other arch-devils. In the presence of both Asmodeus and Belial, the armies of Hell will make an attempt to capture Belial, because they do not want the anger of the Lord of Hell upon them. Belial's other allies are Satan and his followers. His enemies are the same as those of Satan, except for the armies of Hell as stated. However, the other devils have more enmity for Belial than for Satan, because Belial did a lot of Satan's dirty work when they were in charge, and Belial seemed to enjoy harassing the devils.

ASTAROTH: This arch-devil is the Treasurer of Hell. He used to be third in the hierarchy behind Beelzebub and Adramelech, but now he acts rather independently of the current regime. Nominally he is still third, behind Asmodeus and Baalzebul, although neither of them would try to pull rank on Astaroth except in a dire emergency. Likewise he never orders other devils around, but sometimes he will exchange favors if he wants something done. He appears as an awesome man-like being who stands 8' in height. He looks somewhat overweight and richly dressed, reeking with filthy lucre. He is also reeking with a burning stench which will cause 1-6 points of fire damage to all creatures within 30', although a *ring of fire resistance* or its equivalent will protect a being against this. Still, one must make a saving throw versus poison within 10' or lose consciousness from the smell for 2-12 turns unless one can get a *Neutralize Poison* within one turn. (Losing consciousness in the presence of an arch-devil is not a very bright thing to do, if one can avoid it.) Astaroth usually rides a huge ancient red dragon, and he carries a large pit viper (giant poisonous snake) wrapped around his right arm. He can also strike with his left arm for 1-8 points of damage because, like most devils, he is left-handed.

Astaroth may once per turn or melee round use one of the following powers at will: *pyrotechnics, produce flame, wall of fire, ice storm, wall of ice, continual light, read languages, read magic, detect invisible, locate object, invisibility, dispel magic, shape change, beguile, rulership, charm monster, geas, restoration, raise dead fully*, (fulfill another's) wish. Once per day he may do each of the following: *legend lore, contact lower plane* and *precognition* (90% accurate). His gaze causes *confusion* to his enemies (as spell). Astaroth can create treasure, in the form of coins, gems or jewelry, at will. The referee will determine how much he has lying around, and how much can be carried away. He can teach any of the liberal arts very quickly. Astaroth is immune to psionic attack, and he cannot make a psionic attack. He is very inventive in finding out ways to make money.



Astaroth will willingly talk about the fall of the devils, but he does not speak of his own part in that event. In fact, he acts as though he was not subject to the fall, as if he were still working selflessly for the will of God and the good of mankind. Nevertheless, he is a devil of great power, and most devils give him great respect and a wide berth. One must take what he says with a grain of salt. Curiously enough, a number of sources state that Astaroth, in addition to his duties function as the devil responsible for financial matters, is also the devil in charge of supervising the activities of devils in the United States. This would seem to indicate that the devils find the United States of great importance and stature, for no other nation has a devil of such rank overseeing it. He may also be partially responsible for all the commercial type that Americans are subject to. Then again, it could just be that mere men create such colossal inanity. No one knows for sure (except maybe God, in which case He will hold those culpable to account for their actions).

N.B. The *Lesser Key of Solomon* warns that when conjuring Asmodeus, the summoner must not be wearing anything on his head, or else Asmodeus will deceive the summoner. That includes helmets and other headgear. Forewarned is forearmed.

Cavalry Plain (con't from page 9)

continued. Horses and men struggled among the bodies of the dead and wounded to strike at the enemy. Suddenly, without any orders to do so, the Hussars pulled way. Behind them they had left a field strewn with hundreds of dead men and horses. The entire terrifying, costly attack lasted only thirty minutes. The French cavalry then pulled back also and the blue columns, now slightly smaller, began once more to move forward.

The time that the Russian and Austrian Hussars had bought at the cost of nearly half of their number was enough to allow Prince Bagration to finish placing his guns. At this the Russian was a master. The Russian carronade began tearing wide swaths through the massed Frenchmen as they once more began advancing. The damage was great, but only the dead and wounded did not answer the final cry of "En Avant" as they stormed the village of Blaswitz. (The order of the day was that no man was to break ranks to help a wounded comrade to the ambulances. For the first time all obeyed, and when a man was wounded only he was lost. Normally at least two others would be lost carrying him. This day virtually all the wounded made their own way or perished. Even generals lay where they fell, most to die an agonizing death.)

Lannes brought up his remaining fifteen harnessed guns and returned the Russian fire. Under the cover of the return carronade several battalions were able to drive the Russian Guard from Blaswitz. Then, as will happen, a pause occurred and each side prepared for the next clash.

While this was going on near Blaswitz, one regiment of French line was covering its eagle with glory. Prince Bagration had attempted to do on the French left what he thought the entire Allied army was doing on its right, that was, to turn the flank and roll up the opposing force. He had sent nearly half his infantry strength and several medium guns in an attempt to occupy the key feature of the north half of the battlefield, the Santon Hill. At first the slow moving attack met with some success. The Third Division was pressed back until it was against the base of the hill. Then they simply gave no more. Keynoted by the actions of the 17th Regiment (whom Napoleon had personally exhorted to hold at all costs), by counter attack and sheer endurance the hill was held. After nearly an hour of assaulting the position and sustaining severe casualties, the Russian right pulled back to reform. Both sides had paid heavily, but the French held the Santon Hill and their flank was safe . . . for the time being.

It was less than an hour after they had taken Blaswitz when General Carafelli ordered his division to advance once again. Stained by the powder and dust, the French infantry began to form on the windswept plain to the north of the town. The sun had just broken through for the first time. Then a sound like distant thunder of artillery came to the Frenchmen's ears. It was the hoofbeats of nearly three thousand Allied horsemen galloping to charge their forming columns. Then this sound was drowned out by the sound of nearly two thousand of their own horsemen, including the Carbiniers, as they moved forward to counter-attack the Hussars and Dragoons of the Allies.

Both forces were at full gallop when the lines met. It was a swirling, glittering, spectacular as each horseman in the bright colors of his regiment strove to slash his equally colorful opponents. Sabres flashed red with blood. The sound was so loud that the infantry officers a hundred yards away had to shout their orders.

The spectacle became even more colorful and deadly as Prince Bagration sent forward his light cavalry, nearly one thousand Cossacks, to aid the Austrian prince's horsemen. With a two to one advantage, the weight of the Allied horse began to tell. Even though they were taking slightly fewer losses, the French horsemen were being driven back. But only for the moment, for a new and heavy weight was added to the scale.

With an impact that could be heard even over the din of the melee two regiments of Cuirassier smashed into the left of the Russian cavalry. On heavier horses they carried all before their charge. The one thousand Cuirassier under Generals Nansouty and d'Hautpoul literally threw the entire Russian force back towards their lines. On the field hundreds lay dead. The entire melee had lasted only ten minutes.

After another of those unexplainable quiet moments both sides to form rough lines, the horsemen threw themselves at each other again. The Carbiniers were the first to hit the ragged line of Allied Hussars,

Dragoons, and Cossacks. After a brief contact these then pulled back through a second line that Prince Liechtenstein had formed. This was composed of fresh units, primarily Russian Uhlans and the Lorraine Cuirassier of Austria. For a moment the Carbiniers hesitated as they faced this new foe. Then the French horsemen, led by the magnificent, horse tassled Cuirassier, charged. They had twice the number of heavy cavalry the Allied line had faced. Stirrup to stirrup the line of horses and sabres rolled forward. For a moment the Allied cavalry sat and watched and then, to their shame, they turned and fled after their first line. Without even being touched the horsemen had broken.

The rout of the second line could have been a disaster. It was not, though, because of two facts. First, Prince Liechtenstein and his officers were experienced cavalymen and they reacted correctly to the crisis. Riding madly they outraced their retreating units until they could stop and rally them at a small stream.

This would not have been possible, though, had not Bagration been able to position a large number of guns in the route of the charging French cavalry. The Cuirass is well suited to stop the blow of a sabre or a spent musket ball, but proved inadequate against the grapeshot and case of the massed Russian artillery. As the cannons began to take their toll of the pursuing Frenchmen, there was no choice but to pull back or be literally blown to pieces.

One unit, the Third Cuirassier, was carried away with its pursuit and penetrated far into the Allied position. Isolated from support they were fallen upon on three sides by the reformed second line anxious to restore its honor. In a few fierce minutes the Cuirassier, on horses blown from their recent exertions, were virtually wiped out as a unit. More than half of the regiment was lost and the remainder was of little use for the rest of the battle, since nearly all the men and horses were wounded.

While his Uhlans and Cuirassier were restoring their morale and honor at the expense of the Third Cuirassier, Prince Liechtenstein once more led his Hussars against the advancing French infantry. The two regiments of Austrian Hussars struck the again advancing French First Division throwing the heads of the columns into confusion. Then the remaining Cuirassier and Carbiniers counterattacked through the gaps between the blueclad infantry columns. Again the Allied light cavalry was thrown back in disorder through the second line of Lorraine Cuirassier and Uhlans that had returned to the field.

Once more Murat's heavy cavalry swept towards the waiting line. This time the line did not break. Still outnumbered in heavy cavalry, the Uhlans and Austrians were anxious to erase their earlier disgrace. As the Hussars ran past through gaps they had left for that purpose, the Allied horsemen began to gallop towards the pursuing French line.

The two forces met in the center of the Cavalry Plain with a clash of sabres and the splintering of lances. Quickly the battle evolved into individual combats as the Uhlans attempted to stab with their longer lances while the French cuirassier, protected by their chestplates, closed to slash at them with their heavy sabres. For ten minutes the carnage continued, the wounded often suffering further from the hooves of the panicky horses. Then, as if on a signal, both sides drew apart. Behind them they left a chaos of tom bodies and wounded mounts. Both sides had met the other with courage and honor, but for every Frenchman lost, three Allies lay dead.

It was early afternoon and no one had eaten all day. Their mounts were filled with the taste of powder, but there was no respite for the Russian artillerymen. General Carefelli has ordered his battered First Division to advance again. And more ominously General Suchet had shifted the bulk of his division to join in the push. The fresher forces of the Third Division moved forward and cheering began to advance. The formations were hard to maintain advancing through the nightmare of broken horses and men left by the cavalry melees, but amidst the smoke of their well aimed volleys, the blue columns continued. Once more the well placed Russian artillery tore great gaps in the formations and once again the gaps filled with new Frenchmen and the advance continued.

A general falls and orders his men to leave him as "he can die well enough without assistance." His last view is the backs of his advancing column.

The infantry pushed against the mass of Russians, but were prevented from coming to grips by their rapid but inaccurate volleys. Literally step by step the Russians were pushed back. Slowly they

retreated, leaving their dead to mix bloodied green with the blue of the fallen Frenchmen 'who pushed onward past them. Finally, as if by mutual agreement, both sides pulled apart.

Lannes' V Corps now controlled most of the Cavalry plain, and had virtually severed Bagration's command from the rest of the Allied army. The Russians still held a strong position and the crossroads for Austerlitz and Olmutz. Each of the commanders sent an optimistic report to their commanders. Lannes, over-optimistically reported he would soon have a complete victory while Bagration reported he was only giving way "foot by foot."

Bagration's message ended with the entreaty for further orders, but the Allied command was too busy to make any replies. The Pratzen Heights was now in French hands and soon the bulk of Napoleon's army would fall on the flank of the remaining Allied columns.

The pause lasted nearly an hour while both commanders prepared to launch an attack. Bagration's forces again moved first by a few minutes. Once more the Third Division received the brunt of the Russian attack. Again, they were forced back against Santon Hill. There were fewer battalions on the Santon than there had been when the earlier attack was repulsed. Even the again valiant efforts of the 17th Line were not stopping the Russian advance.

At this crucial point Lannes' attack began. The French Marshall threw his units against the center and right of the Russian position, driving them slowly backward again. Fearing for their rear and flank, the forces attacking the Santon Hill were forced to begin pulling back.

Developers Notes (con't from pg. 5)

manner is doing the people who enjoy playing them a grave injustice. A race that is supposed to be fascinated by magic, in my opinion, would not take life so haphazard or so casual. To think that elves spend the thousands of years of their life just amusing themselves is absurd! The best magic comes from elves and that takes work, a lot of it. Finally, let it stand that I say, "Dwarven women DO NOT have beards, Gary!

Allen Hammack

One might think that after reading the *DMG* as often as I have while it was being edited, all of those tables and facts and procedures would be burned onto my memory like fiery words on stone tablets. That's not the case, folks, most of it has become one big blur. Sure, I remember reading a section on "Maximum Character Age", but I couldn't tell you how old an elf might get before he croaks — like I said, it's a big blur. One or two points, however, are worthy of comment.

Throughout the *DMG* the reader is urged not to be a nice guy on the one hand, and yet not to be too stingy with treasure, magic, experience, etc. on the other; tables and charts and more tables still, and in seeming contradiction, just as many exhortations to "wing it". The novice DM might feel that every possible situation that might come up is covered by the plethora of tables; yet, while *AD&D* is more structured than its predecessor, it is by no means completely rigid. Let creativity and fair play be your guide — the object, after all, is for all concerned to have fun (a goal far too many players and referees lose sight of).

The section on lycanthropy has some statements I disagree with. The example of the lycanthropic paladin is unjust, in my opinion (which I expressed at one of the editing conferences); my view has always been that a paladin (played correctly) is one of the most difficult characters to play, and denying him the restoration of his paladinhood even after ridding himself of the disease and accomplishing a *quest* seems spiteful and unfair. In addition, the idea of taking more than a point of damage while bursting out of armor into wereform seems a bit much. I agree with the idea behind these, which is that monster-player-characters should be discouraged, but the application is too severe.

Leichtenstein massed his cavalry at the road junction to cover the withdrawals. (See Map IV).

The French Dragoons and Cuirassiers once more answered the *pas de charge* and smashed into the flank of the withdrawing Russian right. A battalion was ridden down and a panicky rout threatened. Almost immediately the Allied cavalry counter-attacked the flank of the attacking Frenchmen. The infantry were able to continue a hurried withdrawal almost unmolested while the two bodies of cavalry slashed and swirled about each other. After several minutes the Allied horse once more withdrew, but the infantry was safe and the French cavalry's horses were too exhausted to pursue. The Russians again had lost heavily to the armored Cuirassier.

Pressing hard on the retreating Russian infantry, the French were able to gain control of the vital crossroads. Isolated from the rest of the Allied army (which was in a very bad situation itself) and running low on powder and shot, Prince Bagration ordered a general withdrawal. Seeing the Russians pulling back, the impulsive General Carafelli, his own division also short powder, rode quickly to Murat's headquarters to have fresh forces from the Reserve Cavalry sent. Despite his pleading and demands Murat would not risk sending any further regiments to the V corps until he is sure Napoleon would not need them on the right. By 4:30 Prince Bagration was able to withdraw intact. His forces formed a vital rear guard for the battered Russian army as it retreated back into Russia. In two days 60 kilometers separated the two armies.

Alas for the death of the apostrophe! When properly used it is a bold and shining punctuation mark, indicating possession when placed after a noun and before an "s"; alas that it has been driven into hiding! Last seen just before publication of *Players Handbook*, the supporters of the linguistic anarchy forced it out of the title of *Dungeon Masters Screen* and now try to banish it forever with the *Dungeon Masters Guide*! Using an artistic excuse, they bar its every attempt at propriety and propagate the error. All is not lost, however, for there is a small but determined underground seeking to restore the lost mark to its proper place. Some day . . .

With the lopsided score of TSR 12, Jean 1, the mini-controversy of whether dwarven women have beards has been laid to rest. They do.

Mike Carr —

Our work on the *DUNGEON MASTERS GUIDE* has been an undertaking of considerable magnitude, since it is the largest project ever published by TSR. Fortunately, our prior experience with other projects and the two preceding hard-bound volumes (*MONSTER MANUAL* and *PLAYERS HANDBOOK*) stood us in good stead. Our energies over quite a number of months have been dedicated to bringing you, the *AD&D* enthusiasts of the world, a book you have been waiting for — and in time for GenCon XII.

No book of this nature can be truly definitive — it's simply the nature of the game to be open-ended, and of course, that means that there are some areas that might not be covered as well as some players and DMs might like. But rest assured that there is plenty within the book — over 200 pages of material will testify to that! Lots of useful and interesting goodies are within the *DMG*, and maybe a few surprises too. It all adds up to a book that we are proud of, and that we think you'll like.

As the chief editor and production department head at TSR, I have had the opportunity to work closely with the manuscripts (as have plenty of others!) on all three *AD&D* volumes. This has been an interesting process for me, and I have been gratified to be a part of the birth of the *ADVANCED DUNGEONS & DRAGONS* series. This is especially so because of the fact that I was fortunate enough to be in the right place at the right time once before-in Saint Paul in the early 1970's as a

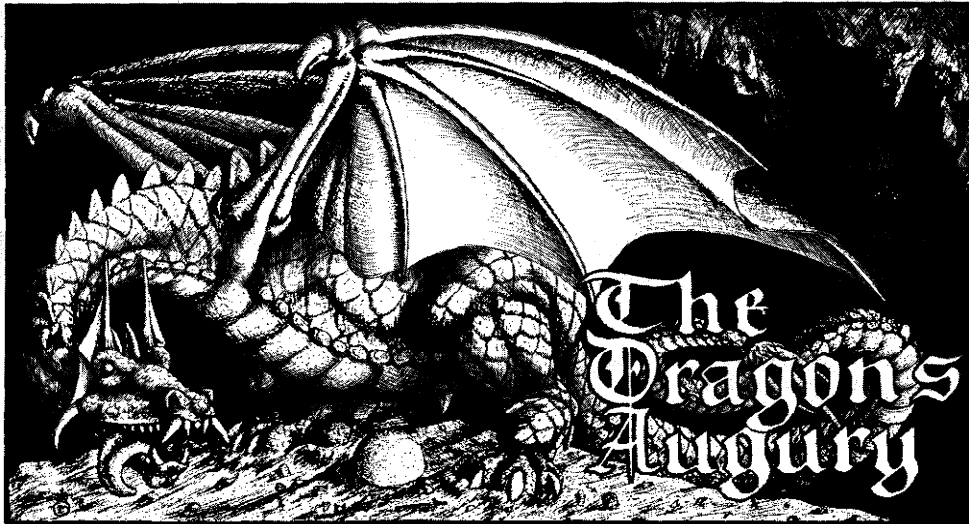
participant in the fantasy campaign run by Dave Ameson. That gives me a unique perspective, and points up the fact that *AD&D* is really a much different game than any of the fantasy role-playing games that have preceded it. There is so much to the new system that any efforts of the past are indeed crude in comparison! The overwhelming response to *AD&D* by fantasy players echoes that assessment, I think, completely.

Many, many persons — both at TSR and outside of the company-have labored long and hard on the *DMG*. Not the least is the author, Gary Gygax, of course. In any event, the fruits of our labor will soon be apparent. Yes, the book will sell many copies, but another tangible payoff that is every bit as rich is the enthusiastic reception all of our products receive from you, the players. Your excitement over *AD&D* is more than just encouraging — it shows us that our work is appreciated, and that means much, to be sure! With the proliferation of fantasy game enthusiasts and the amateur press that has sprung up, TSR has sometimes been a popular target for criticism. We've reacted in some instances, too, and that has not always endeared us to our critics. But all that aside (and regardless of the merits of any particular point of view), we have found that our efforts enjoy great support from you, the consumers. Since we are a commercial enterprise, that support allows us to continue our endeavors (as well as puts food on our tables and a roof over our heads as employees). We thank you for that support, and we look forward to bringing you the best games and game items we can in the future!

James M. Ward

When first presented with the material that was to become the Referee's Guide, I hurriedly rushed to the section on magic items to see how my favorite pieces of magic had been brutally changed (as my favorite spells had been mangled in the *Player's Handbook*). I soon became very pleased with what I found. The many new things that were presented in those pages made me wonder if the whole work could sustain the quality of excellence that I had found in that section (it did). Not only were the old concepts of *D&D* explained in more detail so that even an old timer (if that term can be applied to anyone playing this relatively new game) like myself learned some things, but also there were new

(con't on pg. 46)



GAME REVIEW

Divine Right TSR Hobbies

Take a mythical continent, set it in a fantasy milieu, people it with sorcerous societies, schools of wizardry, kings, queens, elves, dwarves, trolls, dragons, sea serpents, etc., and you have the makings of an outstanding fantasy board game. *Divine Right* is just that: an outstanding fantasy board-game.

I was involved in two very, very early playtests of the original design. I had a lot of fun, sometimes to the detriment of my Periodicals work. But at the time, I thought to myself, "This could really be a game." I got out of the playtesting of it as Periodicals took up more and more of my work. But yet, *Divine Right* was always in the background of my consciousness as I heard it mentioned by the production department, the design department, the art department, working on this aspect, fine-tuning that aspect, getting enough players together for another playtest session, which I, unfortunately, never made. And going on, until finally one day, I heard, "*Divine Right* is coming next week." I'd already seen the new, pretty cover, and I'd seen the map, and I'd seen the counter designs, and I knew that the graphics were outstanding; probably the best we've ever done. And then I waited, and the game came out, and I took it home and I read it, and I knew that the game was something special.

The designers, Glenn and Kenneth Rahman, have another piece elsewhere in this magazine, about the game and what they were trying to do. In his review, I'll just tell you what I think they did, with the expert attentions of the TSR production department, and the development by Tim Jones and Tom Waham and Mike Carr, as well as all the rest of the suggestions and ideas and hammerings from all the people listed under the development and playtesting section of the credits.

I think that they have created a unique and fascinating fantasy board game loaded with innovations and refinements, all of which add up to a lot of fun for two to six players at a shot. The game is innovative in that you, as the player, start out as a monarch, and it is up to you to build a fragile alliance of other non-player monarchs (although sometimes players ally for one purpose or another), in an attempt to smash all the other players out of the game and become the emperor or grand ruler of the continent of Minaria.

To this end, you must win over non-allied kingdoms. There are interesting rules for ambassadors

and their various activities in activating kingdoms, winning alliances, breaking alliances, even assassinating (or attempting to) other monarchs. There are, in the advanced game, at least, two groups of sorcerers, whose influence and assistance can be phenomenal. And there are personalities of the monarchs you are trying to influence. This is where the game's finest innovation takes place.

There are, included among the components of the game, a deck of personality cards that are applied to the non-player monarchs. As a non-player monarch is contacted and an attempt is made to win him over, you select, at random, a personality card. Now the monarch must act within the parameters of this personality. Now with 20 cards, and far fewer monarch, one can immediately see the possibilities of endless scenarios, never duplicating previous ones, as well as a constantly changing face of the game as a given monarch is killed or is replaced, and a new one replaces him with a new personality. The political face of the game can shift, radically, with the death of a non-player monarch, and his replacement with a new personality.

The game itself is beautiful. There is a full-color map printed on nice, heavy, durable stock. The counters are all printed in colors matching the home country. The monarch cards for each country have nice illustrations of both a male and a female monarch of that country, to both, encourage females to play, and to give you a better grasp of the dress or the modes, or a little flavor, if you will, of the country you have chosen at random. Each country has a different military capability, as stated on the country card. When chosen at random, you have no idea whether you're going to be stationed somewhere on the coast of the continent with a large fleet and a relatively small army at your disposal, or if you'll find yourself situated in the heartland, one of the traditional "highway" countries, through which everybody passes to do war with everybody else, therefore fielding a large field army, with no fleet. (And far too much territory to efficiently cover, at all times.) You don't know if you're going to be the king of the elves, or the king of the dwarves, or, perhaps something even greater.

The combat system, as well as the movement system, is simple and straightforward. The combat system is different from what you would expect from most games of this type. It is straight-up and straight-forward, and it tends to minimize losses, and rule out some of the overwhelming luck factor. It also gives the defender a chance to inflict casualties. It's not all one sided, and if the defender gets a

better die roll, he can actually come off better. The interplay between the various player-monarchs is always interesting and amusing as it constantly seeks to undermine the other's allies and perhaps even have an ally or perhaps even a monarch himself, wiped out, assassinated by foul treachery by a devious ambassador.

All things considered, *Divine Right* is one of the most interesting fantasy games to come out in recent time. (I feel qualified in saying that, because as you all know, TSR Periodicals is now a separate entity from TSR Hobbies, Inc., and I have no onus upon me to say this.) I feel it is an outstanding, fascinating, challenging, and interesting game, well worth anyone's attention. Speaking of attention, it's time for me to go play *Divine Right*. We've been trying to get a game going for a week now, and I think we've got enough players today. I wonder if I'll be Mivior again today. . . . Tim Kask

BOOK REVIEW

AMERICA B.C.: ANCIENT SETTLERS IN THE NEW WORLD by BARRY FELL. *Demeter Press Quadrangle* — *New York Times Book Co.* 1976. 312 pp. Chronological table (on endpapers), maps, photographs, drawings.

When Yale's purchase of the *Tartar Relation*, with its map of a "Vinland" easily recognizable as Newfoundland, discovered by Leif Eriksson and Bjarni Herjulfsson c. A.D. 1000 was publicized, an enraged Italo-American vented his feelings in a graffito: "Leif Eriksson is a ratfink." Irish-Americans kept their cool. They knew that St. Brendan of Clonfert had discovered America in A.D. 551, as told in the *Acta* and the *Navigatio Sancti Brendani*. Nor is this all. There are other entries in the discovery-of-America Sweepstakes, with rather good claims. Everybody discovered America.

All this is true — and far less than half the truth. In order to grasp the emergent picture a few salient facts need to be understood. The North Atlantic is probably the stormiest and least predictable of all the Seven Seas. Britain and Ireland are stepping-stones toward America, but when a sailing ship tried to go farther west, she encountered winds and currents which consistently pushed her back toward Europe. This was not true farther north or farther south. America could have been reached by very primitive ships — given a great deal of luck and seamen willing to brave great dangers and hardships — which put out from North Africa or else from Scotland or Scandinavia. And climates change. It was only in 6839 B.C. that the Wurm-Wisconsin Ice Age ended. And from about 800 B.C. to A.D. 200 the Fimbul Winter almost brought it back. From 200 to about 900 North Atlantic weather grew steadily better. This was the era of Brendan's seafaring. The Viking Age came at the end of this era, and Bjarni and Leif profited by it. Leeland and Greenland were settled. Then, from about 1300 to 1800, another Little Ice Age reigned. So Columbus in 1492, Cabot in 1497 and Sir Henry Sinclair of Scotland in 1400 were contending with highly unfavorable conditions.

(con't on page 48)

Developers Notes (con't from pg. 44)

fields covered that hadn't been even touched before.

A prime example of material that has been more carefully studied are the monsters and what they can do. Before this, I was never satisfied with the *Greyhawk* method of assigning experience points for creatures. Imagine the pleasure of the DM whose players argue that the Lich they just killed is worth a lot more than the judge is willing to hand out when he can point to the 10,500 figure in the book with a smile. Along the same lines were the very useful charts in *Greyhawk* that detailed the attacks and damage of many of the *D&D* monsters. With the *Monster Manual* many new ones were out that weren't covered. This is all taken care of now.

Another aspect of the game that had always left me dissatisfied was the creation of my castle and the followers that came to fill it. Now, not only can I build any type of castle structure I want with all the special things I can think of, I can know to the copper piece what it will cost. After it is built, percentile dice will tell me how many of every type of troop I will get from horse archers to lancers and from crossbowmen to longbowmen.

The new magic items and the change that occurred with some of the old ones will really please beginners and long time gamers as well. Things like Nolzur's Marvelous Pigments; that are paints that magically create the things they depict, or the Robe of the Archmagi; that gives the wearer an armor class of 5, 5% magic resistance, +1 to all saving throws, and pluses on casting certain spells, and now all beings can laugh at those pesky magic missiles while wearing the Brooch of Shielding that absorbs them (up to a point).

Changes in the existing items were for them most part to the good. Ego in a sword is now a function of the powers that it has from the pluses on the weapon to the languages it understands. Now, we also have something that will stop a Sphere of Annihilation (just wait till you see what it is). The Ring of Spell Turning has been changed to give us poor magic users a chance at such wearers so that spells that are delivered by touch or magic contained in devices like rods, staves, wands, and the like now work. The ring of Spell Storing unfortunately now has the chance of having Druid, cleric, or Illusionist spells as well as the magic user type and this could really be bad news in tying to figure it out from the magic users standpoint. The old Human Control Ring has been changed to the Ring of Human Influence so that the charm works up on beings up to the 21st level and the wearer can also make a *suggestion spell* once a day. Presented to us are the Rings of Elemental Command that present powers that will make the *D&D* Tolkien fans drool at their thought. These rings will give the wearer powers like flying, creating walls of force, passwalls, the ability to feather fall, burning hands, the power of flame strike, the creation of a wall of ice, and the ability to part water (just to name a few). With the creation of so many devils and demons in the *Monster Manual* the players were presented with a very real threat that could be close to unkillable. I am happy to say that these have been partially negated by the creation of a wider range of Protection Scrolls. Not only do we have all the old ones, we now have Protection from Petrification, Protection from Shape-Change, Protection from Devils, and Protection from Demons.

All in all, this work gives the reader more of everything. While there is the thought that this last book will be the end to the matter of clarification of the rules from all different points; one can't help but wonder if there isn't some *D&D*er out there (existing or yet to exist in dungeon land) that isn't going to say to the TSR group someday, "Hey! Did you guys ever consider . . ."

Darlene Pekul

As I turn the leaves of my battered sketchbook
And find traces of half-completed forms
Limping across the pages, I wonder —
Has it been a battlefield, this Dungeon Master's
Guide?

Innocent of fantasy art forms, I surged forward,
With sharpened pencil drawn
And wielded stroke upon stroke to the finish . . .
But then . . . But then . . .

"What do you mean — wizards don't carry swords?
They certainly do! Well, this one is different!
He's not stupid — he's a maverick
Haven't you ever heard of artistic license?"

The battle raged (and so did I)!

Yet, in the end all was accomplished
The experience has taught me much.
I sheathe my sword and lay aside my sketches.
I believe I know the meaning of magic.
The artistic path is long & cumbersome —
I take up my pencil as staff
And begin my journey.

Author (con't from pg. 5)

your campaign to sit down and really look at your map, whether it's a dungeon map or an outdoor map, and place these monsters for yourself, in some sort of a sensible order, and just want some sort of an off thing . . . OK "Disneyland" campaigns can be fun — you never know what spook is going to pop out from around a corner — here are the tables to do it. It's kind of like Disneyland, you know, and the old fun houses. I can relate to River-view because that's what was in Chicago when I was a kid, and you stepped on a little board and something went "bleeh" and would pop up and you never knew what it was going to be. And it was fun. It doesn't make a lot of sense. It's difficult for me to get too up-tight about making a lot of sense, because I don't really see much sense in fire-breathing dragons and giants 20 feet tall, and things like that, but the *game sense* within the whole thing: we can talk about that. And we want to look at some sort of a reasonable ecology and a reason for something being there. So I approached that all with great trepidation, and after much work, I hope I got something that would fit within the confines of the book with respect to its size and its page content, that would answer the need. One of the things that I was continually aware of was the limitation. I just couldn't write everything I wanted. I couldn't go on for more than 200 or so pages. Perhaps, given another year and no limits, we could have had a monster of a book; a *DMG* 400 pages long, instead of 224 or 232 or whatever it's going to be. Perhaps given five years or ten years, we could have had something that would rival Shakespeare's works or Tolkien or the like, because if you work at something long enough, you can do that. But the demand is immediate, and the limits were there, and so we had to work within that. I did have very able assistance from all numbers of people who were kind enough to pass along ideas and comments on what I'd written. Len Lakofka was outstanding, we got much work from Tom Holsinger — I just think of those two immediately, but there are so many who did crate continual inspiration within me, and contributed materially to what the form of the thing was going to be.

Q. One last question. This may be a political hot potato. And judging from the rest of our article, you certainly seem to have aroused some strong feelings. The issue I allude to is bearded female dwarves. Would you care to elucidate on that?

A. It's fairly common knowledge. I don't believe I know anyone who ever met a female dwarf who

didn't have a beard, so I don't know what more there is to be said about the matter. I'm not quite sure what the hoopla is — perhaps somebody who is uninformed or who has never dealt with dwarves *en masse* would assume that because *homo sapiens* females generally don't tend to have beards, dwarven females are likewise. But they all, of course, have beards. They're not so bald as the males, though . . .

Q. They do go bald and have beards?

A. Well, usually when they go bald, it's only in a small spot on the crown of the head, unlike the males, who's entire upper cranium is going to be smooth and egg-like.

Q. I guess, then, that we should all be glad that we weren't born dwarves.

A. I believe I must have a small dwarvish strain, because I'm slowly getting a shining chrome-dome.

Q. Perhaps that would explain mine, also. Thank you very much.

Out on a Limb (con't from pg. 21)

technique and skill had to account for the increases in hit points that accompany progression, at least to some extent. This meant that a "hit" no longer could come to mean an actual blow. Realistically, one opportunity to strike in a six second time span is decidedly low. Therefore, it is assumed that in a given six second segment, you will have one opportunity to penetrate the other's guard and actually inflict damage or cause him to perform some extraordinary evasive maneuver. This steady decrease in hit points left shows how some ticks are only effective once, as a given fighter runs through his repertoire, finally running out of moves, being whittled down to that killing blow, provided he has not eliminated his foe.

Your argument that healing is too slow is specious, and naive.

You obviously have never been in a combat situation yourself, nor have you apparently even participated in something such as the Society for Creative Anachronism's mock battles. A person is capable of performing extraordinary feats when the adrenalin is up that are virtually impossible under normal stress situations. In some cases, the person is entirely unaware of having performed them until after the fact. Believe me, your body will inform you the next day, upon awakening, of the abuse you have burdened it with. (In two instances in Nam, I did a couple of adrenalin-assisted acts that dumbfounded me afterwards. I also felt the strain they imposed on my muscles and joints for days afterwards.)

Just as there is a diversity of authors, so too is there a diversity of opinions regarding thieves. Expertise in weaponry comes from, and is maintained by, constant use and practice. It is much more logical to assume that the cleric (from a medieval fighting order if you wish) would spend time daily to hone his skills, especially since he has an abundance of sparring partners ready to hand.

Just how extensive is your imagination? There are 666 Layers of the Abyss. Each of these layers is populated by at least one demon. Using the diversity of our natural world as a guideline, it stands to reason that most of these layers could conceivably be populated by different demon types. Now, the MONSTER MANUAL gives about a dozen types. What about the rest of the Abyss? The Talmud states that there are 7,405,926 demons; do they all look like a dozen specimens? What if, in the context (con't on pg. 48)

Now available at your game dealer . . .

Divine RIGHT*

*T.M. Reg. applied for



TSR GAMES

A FANTASY BOARD GAME FOR 2-6 PLAYERS, AGES 12 TO ADULT

Augury (con't from pg. 45)

But, as long ago as 1936 the Norwegian archaeologist A. W. Norwegion Brøgger, basing largely on the work of the Swede, Pettersson, on winds and tides, had pointed out that the Bronze Age was a time of ideal weather for seafaring. At that time the art of navigating by sail was not well known. Most ships were rowing boats only. Given good weather, they could make it to America, and the homeward voyage was much easier still. When the climate rather abruptly changed, it was a very different story.

As Brøgger said, speaking to the International Association of Archaeologists, at Oslo. "The truth is quite simply that is we who have had our conception of distance destroyed. For the men of the Stone and Bronze Ages, distance was no object. They knew no frontiers, needed no passport or identity papers or tickets. The earth was free, the world lay open, and they wandered across it as though a thousand miles was no more than a joyous adventure." That was said forty years ago.

And now comes Barry Fell, a New Zealand-born professor of marine biology at Harvard, working with a group of highly skilled friends to demonstrate the truth of Brøgger's words in a really startling new book.

In it, Fell demonstrates — not merely theorizes but actually demonstrates, with actual artifacts, inscriptions and place-names, that in the Bronze Age seafarers from North Africa and Western Europe were crossing the North Atlantic, not once or twice but countless times. Men from Egypt came to the St. Lawrence estuary in numbers sufficient to leave a lasting memorial in loan-words they transmitted to the Micmac Indians. Libyans influenced the speech of the Zuni Indians. The Iberic folk of early Spain mixed with Pima Indians. And the Basque and Celtic languages of early Spain — two quite distinct languages, which met and mingled in Spain — crossed the Atlantic, probably following more or less the route later taken by Columbus, then swinging northward to land in what is now New England, to mix with the Algonquians.

This is an epochal book and it undoubtedly contains debatable statements. For instance, I think he is far too conservative in dating the Celtic inscriptions of New England only from about 800 B.C. I think that 1200 B.C. is more probable, and even that may prove too late. And I find the evidence of mixed P-Celtic and Q-Celtic forms of inscriptions unexpected and puzzling. Does this mean that I challenge them? No, definitely not. They are puzzling, not suspicious.

There are many remarkable things in it. The drawings by L. W. (Lydia Wunsch, apparently) are worthy of high praise. The Davenport Stele, found in 1874, well down in an Indian mound and long regarded as a fake, is now revealed as an American Rosetta stone containing astronomical instructions in three ancient Mediterranean languages. I am not competent to discuss this. But as a Celtist I find it tremendously exciting that Barry

Fell has discovered in the Irish Book of Ballymote, not one but sixteen different Ogam alphabets. Of these, I knew only the last one, number 16. It is the "alphabet" (actually *not* an alphabet at all, but a *beith-luis-nion*) found in many places in Ireland and Britain, and there date about A.D. 100 to 700. The fifteen earlier forms of Ogam had been regarded as monkish inventions. Now, Barry Fell and his friends have found many examples of their actual use, not only in New England but also in Portugal, Spain and Brittany. This is fully comparable to Ventris' decipherment of the Linear B inscriptions of Greece, again opening to us a portal into what had seemed to be a lost world. — Paul Karlsson Johnstone

REVIEW

Sorcerer by SPI

Simulations Publications Inc. (SPI) puts together many interesting board games year after year. One of their first attempts into the fantasy market was the game *Sorcerer*. This game revolves around the idea that somewhere in the dimensions there are seven universes touching each other. Each of these units are controlled by its own brand of magic (represented by a color on the board). Sorcerers (the players of the game) assume a color or colors and attempt through magical means to defeat all opposition.

Several scenarios are given with essentially the same theme. A color sorcerer (or a multi-colored sorcerer) with his or her neutral human fighters and a fort or forts (usually placed near cities) goes out to conquer all the universe. To aid the magic user in the game, he or she can summon a large number of magical creatures, teleport from hex to hex, and cast bolts of raw power at their enemies. The creatures take the form of fast flying air dragons with a relatively low combat factor; demonic infantry with a fair rate of movement and a good combat factor; and trolls with a large combat factor and a snails pace for a movement factor. The energy bolts are a good attack form that can be a perfect means for softening up the enemy.

While the game can be enjoyable, it has several features that only serve to overcomplicate the game. One basic factor is that any given color is greater or lesser than the other colors on the board. This is used in the combat charts, but this is further complicated by a thing called the "color value chart" that modifies the attack values over and above what the color combat chart does. Another factor that further complicates the game is the horrible idea of random attrition.

During one point in any game turn, two colors are selected at random. Any magical units on those colors suffer damage from fall to possible extinction. Why this happens only the gods and the people at SPI know because the rationale is not provided.

While players are cringing every attrition phase, ducking energy bolts, and worrying about the colors they step on, strange tornado things called vortexes are whirling about at

random whenever a demented player feels like starting one. Those things can generate more of their kind and when they hit unprotected units the units are destroyed or reduced in strength.

Victory in the game is based on points accumulated during a limited number of turns. Players who capture enemy forts, control the most cities, and convert white hexes to their own colors, win the game.

One big advantage this game has over others is that of allowing more than two players to try it at the same time. It also has a game for a single gamer that is quite playable. This writer played in a five player game that was very bloody in terms of magical units and human types and it was a lot of fun after we decided to ignore the attrition rule. Fantasy buffs will enjoy playing the game from the creation of creatures and tossing of energy bolts standpoint. On the other hand, one shouldn't expect any complicated tactical situations to occur. — Jim Ward

Out on a Limb (con't from pg. 46)

of your game, you all go to the abyss? Traditional thought states that there exists a great diversity of demons — how would you encounter demons there without becoming hopelessly confused. Your problem, I fear, is not enough imagination on how that article might be best utilized.

How can a person that claims that he wants CONTROL over his campaign allow those rotten little pixies to have such a sword in the first place? This smacks of un-imaginateness and mere dice rolling . . .

Unfortunately for you, D&D was based, the magic aspect of it, upon Jack Vance's concepts of magic in his "Dying Earth" books. That is the way it is designed. If you don't like it, play something else, or design your own variant. Most people make mages far too powerful, and badly unbalance the game in so doing. As to the magic items extant in any given campaign, that is solely the province of the DM.

Who says that one of the "abilities of a good company is flexibility"? You? Who are you to say something that absurd? Where do you think you are? Since when does a company work on your principles? We may live in a democracy, but that democracy does not extend into the field of business? Is Parker Bros. a bad company because they resisted the appeals to rename the streets in MONOPOLY? How can you possibly make such an asinine claim? Your reference to SPI is hardly justified. Their specialty is re-doing games time and time again, and in that context they are successful. I might add that they also publish the more exotic and less-demanded off-the-wall games that we would not otherwise have access to, for which I, as a gamer, am grateful. By your reasoning, Avalon Hill is a "bad company" because they have not let any of their "classics" (which are replete with inconsistencies and quirky glitches) be tampered with.

Kindly document the use of saving throws prior to a TSR game. You can't . . .

We can complain about a lack of daring and ingenuity in game design anytime we wish, by the same right that you have to make these statements. We certainly have the right to decry the trend to take other companies' ideas and merely rehash them or slightly modify them. Why is it that when TSR Hobbies puts out something new and radical, (con't on pg. 11)

Introducing 3 New SF/Fantasy Games

The Magic Realm

A game of fantasy adventuring, in a land filled with monsters, fabulous treasures, great warriors, and magicians. The scene is set in the ruins of a mighty kingdom, now inhabited by sparse groups of natives and swarms of monsters.

Magic Realm is designed to recapture the suspense and desperate struggles of fantasy literature. The players take the part of intruders into an unknown and forbidden land, lured on by prospects of looting the remains of a rich but ruined civilization. The game is extremely unpredictable, playing very differently each time it is played. Each game is a completely new adventure.

You take the part of one of 16 major characters. You will control where they go, what they try to do, how they handle weapons and themselves in combat and much more. In the course of the game, you will run into truly deadly monsters, tribes of humans ranging from old friends to sworn enemies, and treasures of value that will give you special powers.

Seven Major Encounters

Magic Realm is organized into 7 encounters of increasing complexity. This gets you into play quickly, learning the complete system a little at a time.

The heart of the innovative game is in its unique playing board. Actually it is 20 sections, each hexagonal in shape . . . geomorphic . . . and "reversible." What this means is, you can be situated in one area and virtually see it disappear right from under your feet—suddenly you are in another land often more foreboding than before (*by a flip of the two-sided hex*).

The complete list of game components also includes several sheets of die cut playing pieces in assorted shapes and colors . . . and back printed. Each of the 16 game characters are represented by a "photo" of the character (wizard, witch-king, sorcerer, elf, woods nymph, etc.) printed in life-like full-color (*as are the map hexes and playing counters*).

Playing Aids and a 36-page rule book feature the most ambitious game design undertaken yet by the Avalon Hill design staff. Seeing is believing, however, and Magic Realm is available for seeing at local game and hobby shops—\$15 suggested retail.

Frank Herbert's DUNE

Herbert's classic science fiction novel—DUNE—will live for generations as a masterpiece of creative imagination. It won Herbert the Nebula award, science fiction's highest literary honor.

Avalon Hill has authentically translated this novel into a game that brings to life the forbidding alien planet and the swirling intrigues of all the book's major characters.

The beauty of the game DUNE is that it isn't even necessary to read the book or know the story. Avalon Hill includes a 2,200 word synopsis of the book itself.

Dune—the very name conjures up desolation. Desert sandscapes cover most of the planet surface. Giant worms a quarter of a mile long live beneath the sand and attack any who linger on it. Human life exists in but a few scattered places.

Yet the planet is crucial to the destiny of a galactic empire. Because only on Dune can *spice* be harvested.

Spice is the key to interstellar travel. Only by ingesting the addictive drug can the Guild Steersman continue to experience visions of the future, enabling them to plot a safe path through hyperspace. Spice is also a geriatric medicine which prolongs life. Only by assuring a stable supply of it throughout the galaxy can any Emperor avoid civil revolt. With spice, in short, one can buy whatever he wants.

Powerful forces struggle for control of Dune. Imperial troops, aristocratic families. Guildsmen, a secret sisterhood and the nomadic native Fremen all vie for power on the planet.

All need spice. Some will harvest it directly when it blows in an isolated area of sand, risking the onslaught of worm and storm alike. But others will take it violently in battle, or quietly in taxes and fees.

Those controlling large settlements will have access to ornithopters and cover great distances quickly. Others will have to pick their way slowly across sand and rock.

But all anxiously await the decision-making nexus signalled by the sudden appearance of the great sand worm. "Shai-Hulud".

DUNE is a quick-play game for 2 to 6 people, average playing time is 1 to 3 hours, recommended for ages 12 and up. DUNE is also available now at local stores, retailing for \$15.

Wizard's Quest

The game that was the surprise hit of the fantasy seminar—Origins '78—is now a reality for '79.

Here is a quick-play fun game that embodies much of the spirit that made role-playing fantasy games so popular.

The Challenge of a Deadly Treasure Hunt

That, essentially, is what Wizard's Quest is all about. A strange and powerful wizard is about to put you to the test. Your job—to recover three treasures hidden on the fantastic island of Marnon.

An extremely prolific race of orcs with very hungry appetites live here and you are never totally safe from their hunting forays which may burst forth from anywhere at anytime.

A particularly insidious flying dragon also inhabits the neighborhood. His sole pleasure is flying from place to place until he chances upon some army to devour.

WIZARD'S QUEST can be played by two to six players. The mapboard portrays the island of Marnon which has been divided into thirty-six territories and eight castle spaces. Orcs are placed in approximately one third of these spaces and players in turn place their men in the remaining unoccupied spaces. An opposing player then places your treasure in as inaccessible spots as he can find.

Each turn, orcs currently on the board are reinforced by additional orcs by a random die roll. Spaces which contain four orcs then frenzy and attack any and all players in spaces adjacent to their spaces. The dragon then goes marauding as he flies from space to space, determined by a random die roll. He stops his flying for the turn as soon as he lands and devours at least one of the players' men. The wizard also makes a visit to a randomly determined space, bringing with him reinforcements and protection from attack.

Each player in turn may petition the wizard and then attack a space adjacent to his force currently occupied in order to move closer to and finally capture his treasure. The first player to collect all three of his treasures is the winner.

Available at just \$12, The Avalon Hill Game Company, 4517 Harford Road, Baltimore, Md. 21214.

Dragon's Bestiary

(formerly Featured Creature)

SLINGER

Created by Jake Jaquet

FREQUENCY: *Rare*

NUMBER APPEARING: 6-20

ARMOR CLASS: 3

MOVE: 50"

HIT DICE: 3

% IN LAIR: 100%

TREASURE TYPE: *Nil*

NO. OF ATTACKS: 1

MAGE/ATTACK: 1-4/spine, save vs. poison

SPECIAL ATTACKS: *Can throw spines with tail*

SPECIAL DEFENSES: *Nil*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Low*

ALIGNMENT: *Neutral*

SIZE: 16" long

PSIONIC ABILITY: *Nil*

TACK/DEFENSE MODES: *Nil*

The slinger is a reptilian creature somewhat like an iguana lizard. It is a small creature, about 16 inches long (about 10 inches of which is a long whip-like tail) and weighs only about five pounds. The slinger is extremely dangerous, though, for several reasons.

- 1) The slinger is covered by hard, overlapping scales like that of an armadillo. The scales cover even the belly, and only the tiny (but sharp) eyes are vulnerable. No weapon short of a crossbow can penetrate the scales (i.e. swords, arrows, thrown daggers, and the like).
- 2) The slinger has a row of barbed spines (about 15 or 20) growing out of its backbone and another tuft of spines at the tip of its long tail (5 or 6). At the base of each spine is a gland which secretes a lethal poison. The spines are hollow and the poison is drawn into the spine by a capillary action. The spines are loose at their base and any touch will cause them to be pulled out (like a porcupine). The spines are barbed and also very brittle, and once pushed into something soft (like a body) are impossible to remove without breaking-leaving the barb (with its poison) still imbedded. In addition, the slinger can throw the barbs on its tail by flicking it sharply towards the target. (Once the spines have been cast from its tail, it takes several months to grow back new ones, however.) The slinger is very accurate with this cast, if the target is within 20 feet.
- 3) In addition, slingers are always in colonies of at least six (but no more than 20).

Slingers feed on various fungi, but especially prefer the varieties that grow in the lower levels of the dungeons. Also, since their diet is mainly soft and mushy, they have no teeth, only a bony ridge inside the mouth (no need to worry about slinger bites!).

Slingers are extremely territorial and will move to attack anything that comes within 50 feet. If one slinger is roused to attack, it emits a musk-like scent that will cause the other slingers in the colony to attack. Slingers can see equally well in dim or bright light (although not at all in total darkness—thus relying on feel—hence their fungi diet).

Defense against the slinger:

- 1) Don't touch! (But if you're close enough to touch a live one, it will be attacking anyway.)
- 2) Upon encountering a colony of slingers and being armed only with conventional (non-magical) weapons, remain at least 50 feet away and try to pick them off with something like a cross bow.
- 3) A live captive creature (or disliked expedition member) could be thrown into the midst of a slinger colony and while they are in their attacking frenzy, there is a chance to circle around, retreat, etc.

- 4) Slingers are very susceptible to fire. Tossing a few glass vials of oil into their midst followed by a lit torch is very effective.
- 5) Any magical spell producing heat or fire is effective.
- 6) A fully armored character with a protective facemask (conventional or fashioned from C ration cans or whatever) *can* wade in among them with a mace and try his luck—a sound blow from a mace will not crack the slinger's scales, but will do enough internal damage to kill the slinger.
- 7) Eyes are vulnerable, but the chances of hitting such a tiny spot is only 10% of that of hitting a normal target.
- 8) Possibility of acquiring slinger musk—exposing to slinger colony would create an attack frenzy and slingers would attack each other.

Slinger attacks:

- 1) Slingers are extremely quick and agile. They also have clawed feet which allow them to cling to walls, ceilings, people, etc. They can move, when aroused, 50 feet per turn, and thus will always have the advantage in hand-to-hand combat unless a haste spell has been used.
- 2) A slinger that has gotten close enough to leap (max. 10 feet) upon a character will always press his back and tail against the character hard enough to leave its spine unless the character is fully armored (chain mail has enough gaps for the spines to pass through).
- 3) A slinger will cast its spines whenever it comes within 15 or 20 feet of a target, and there is a 50% possibility it will cast at over that range. A cast within 20 feet will have a 90% chance of hitting a man-size figure at that range, and a 50% chance of hitting the facial area. At a range of over 20 feet, the chance of hitting a man-sized figure is only 50% and the chance of hitting the facial area is only 20%.
- 4) If a character is hit by a slinger spine, he must make a saving throw for poison within the next two turns.

Other aspects of slingers:

- 1) Live slingers bring a great price in the outside world, about 200 g.p., as they can be milked for their poison (there is no antidote for slinger poison, thus making it *very* effective for tipping arrows, etc.).
- 2) Dead slingers bring a somewhat less price, about 50 g.p., but can be sold for their scales which can be made into armor nearly as strong as iron and much more flexible and lighter.

Other aspects to consider:

If slinger scale armor is allowed in a game, the protection is the same as plate armour, but is 50% lighter, i.e., it will weigh only 375 units as opposed to the 750 units of regular plate armor. It will take 20-25 slingers to use their scales to make a dwarf-sized hauberk.

By gracious arrangement with the author of AD&D, Gary Gygax, monsters appearing in this column are to be considered OFFICIAL AD&D MONSTERS. As such, they are as official and authentic as any included in the AD&D MONSTER MANUAL, or any other book bearing the imprimatur AD&D. All submissions to this column must be in the format presented. They should be well thought out, and fill a viable niche in the AD&D ecological scheme.

To that end, we should warn you that we do not intend this column to become a Who's Who of super-powerful or unreasonable creatures. Every creature can be defeated, in one way or another, just as every creature has a peculiar vulnerability. Keep this in mind when submitting to this column. Submissions MUST be accompanied by SASE if you want them returned in the event that they are not accepted. Submissions that ARE accepted become the property of TSR Periodicals, just as regular articles do. Payment for monsters accepted will be \$20, better than the usual payment rate. Monsters must be well developed and fully explained—illustrated monsters are most desirable, but illustration is not a prerequisite.

RETURNING HOME; SKRAIG DETECTS
FOREIGN SCENTS IN HIS CAVE...

GAD! IT'S
MERMA TROID

I'D BETTER NAP... OR HE'LL HAVE
ME PLAYING SNIT'S REVENGE
IN NO TIME SILLY GAME....

HMM... THIS LOOKS
LIKE THE TOP...
BUT...

AT LAST! HE'S ASLEEP! 3 DAYS
OF SOLID CNESS... UGH... WELL...

zzz!!

IT'S TIME TO GRAB
THAT PALANTIR & RUN!

THIS IS A CINC! THAT LITTLE
RUNT OF A DRAGON WAS
EASY TO OUTSMART HAH!

NOW, I'LL
JUST DASH
UP THESE
STAIRS!!

AHEM!

oops!

GEE, WHAT A DIRTY TRICK! THAT
DRAGON IS IN FOR IT NOW! THANKS
GUYS, FOR HELPING ME OUT! NOW OH,
LET'S SEE ABOUT THIS DRAGON!!!

NEXT TIME,
SWIM WITHOUT
ARMOR...

I GUESS I'LL HAVE TO GO GET THAT
PALANTIR MYSELF! UP CARPET!...
I SAID!, UP CARPET!!! ... GRRR!!

(UH. 2122...)

WHAT?

BE BRIEF!
I'M HEADED FOR
THE DRAGON'S
CAVE !! ...

(WELL, YOU...)

YOU'RE UP, SITTING ON THE ROYAL PERSIAN RUG, ...THE "FLYING" CARPET IS IN THE NEXT ROOM.

THAT'S RIGHT MASTER GROND! I SAW THE BOTH OF 'EM! QUEBERS THEY WAS, DRESSED LIKE WIMENFOLK RIDIN IN A BLUE CHARIOT TOO! (UH).

WELL?

ULP!

...THEY HEADED FOR
THE DRAGON'S CAVE

NOW, WE'RE BACK IN BUSINESS
CHARLY! LET'S GO FIND THAT
DRAGON CAVE!

ARMOR SHOOT

DID YOU NOTICE THE FUNNY LOOKS THAT GUY KEPT GIVING US?

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Game design by Howard Thompson; cover art by Kelly Freas.

*Fight for control of a
globular cluster — build,
research, and explore.
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player who makes best use
of the available resources
to outbuild and outguess
his (or her) rivals.*

When it first appeared, **GODSFIRE** was hailed as the best political/economic SF game ever designed. Now in a new boxed edition — complete with beautiful full-color cover by Rick Sternbach and enough components for 8 players — **GODSFIRE** is a "must" for the skilled gamer.

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Playing time ranges from two hours to all day, depending on the scenario (from 2 to 15 players) that you choose.

Designed by Lynn Willis; edited by Steve Jackson; cover art by Rick Sternbach.

GODSFIRE sells for \$15.95 — or \$14.00 for **The Space Gamer** subscribers.



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Please send me copies of **STELLAR CONQUEST** at \$12.95 each (\$11.50 for **THE SPACE GAMER** subscribers) and copies of **GODSFIRE** at \$15.95 each (\$14.00 for TSG subscribers). I (am) (am not) a TSG subscriber.

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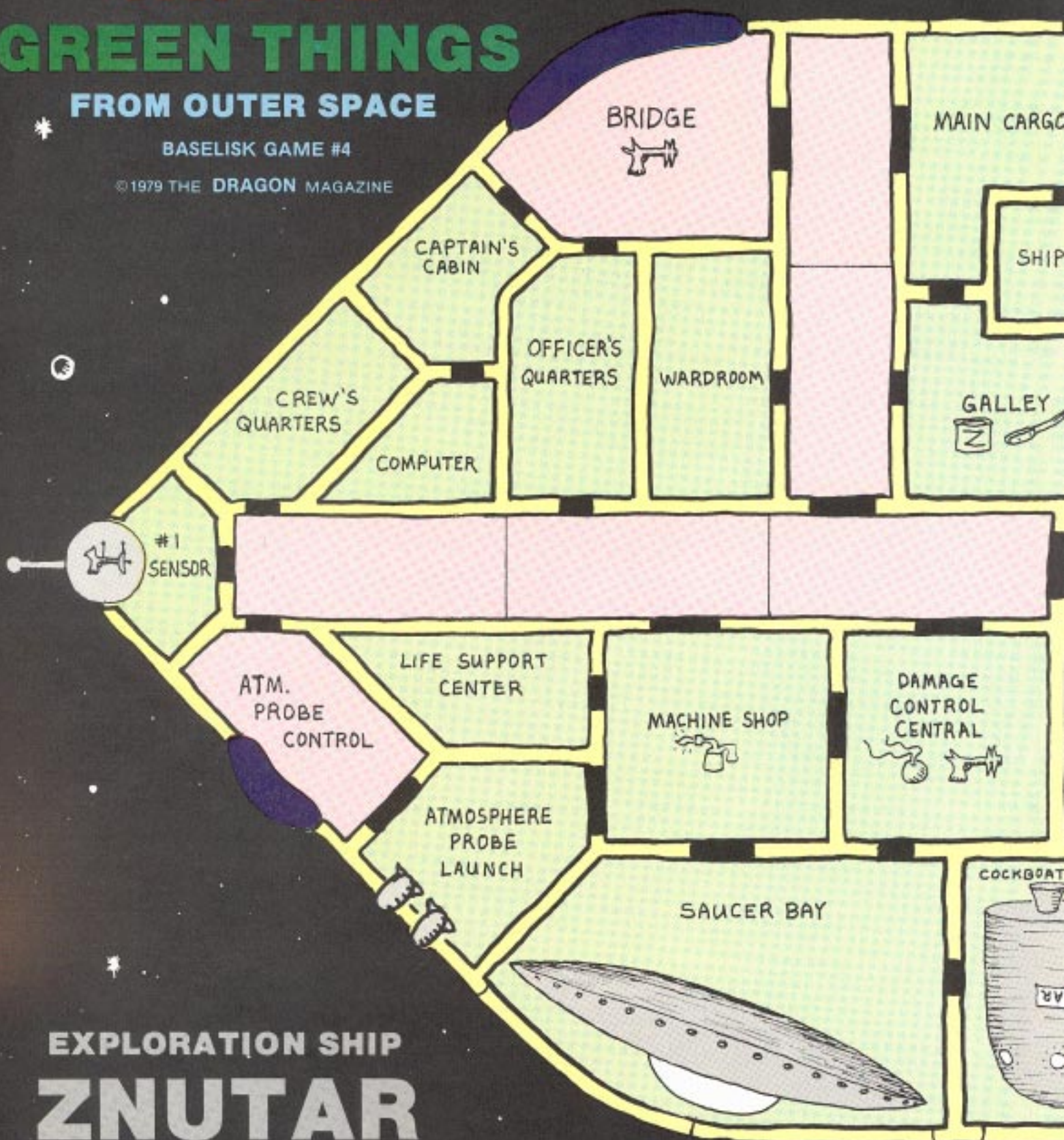
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THE AWFUL GREEN THINGS

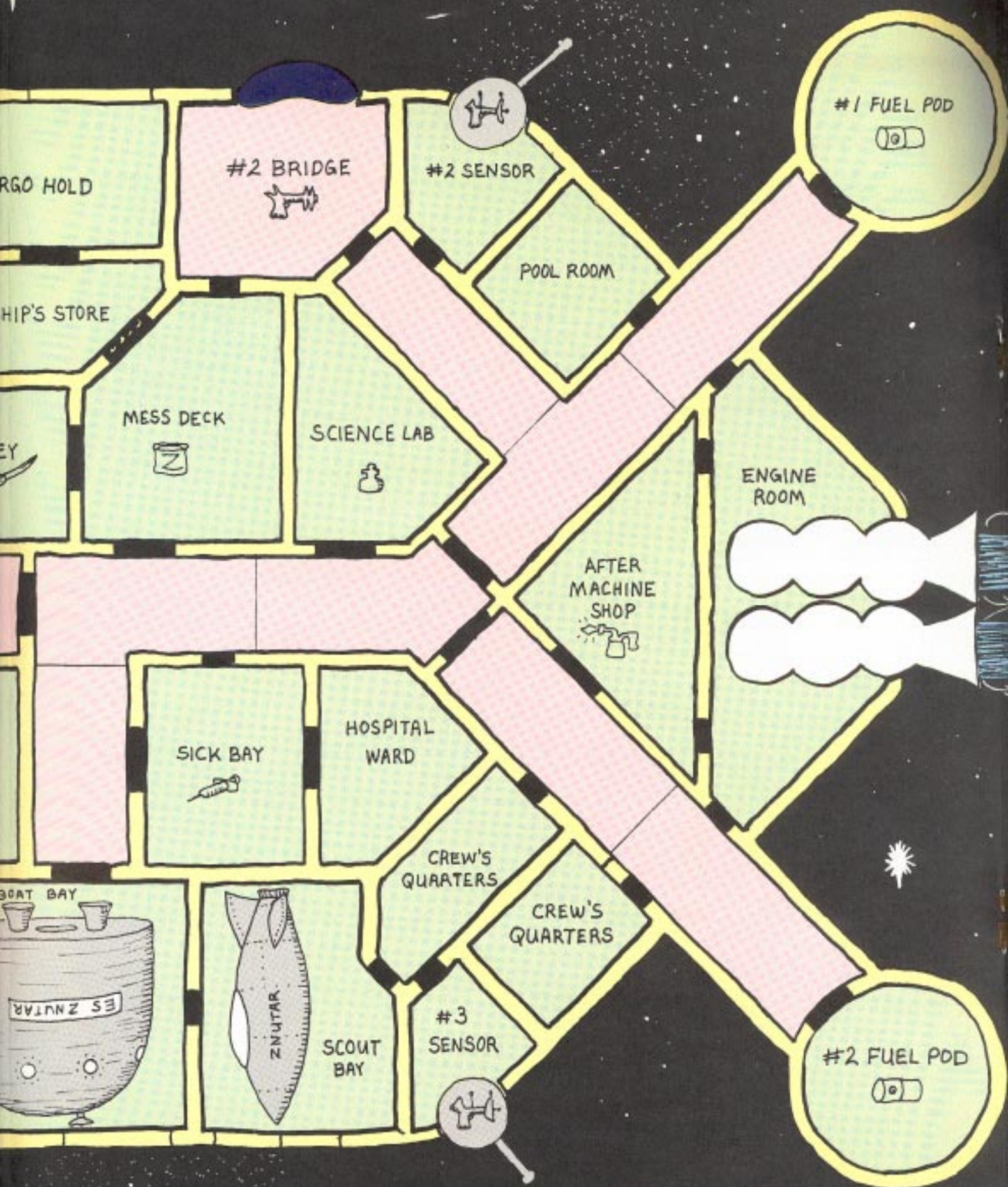
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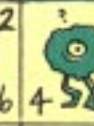



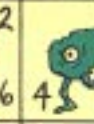

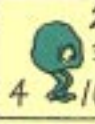




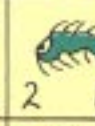











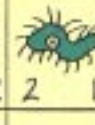

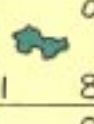
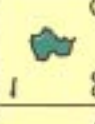

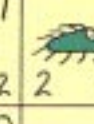
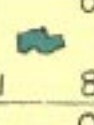
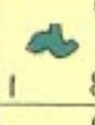
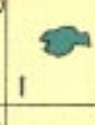
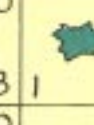
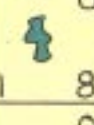
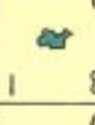
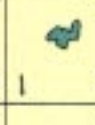
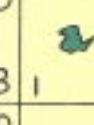
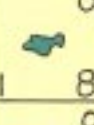
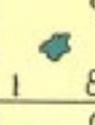
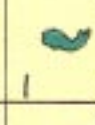
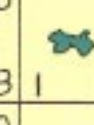
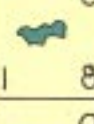
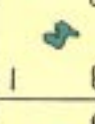
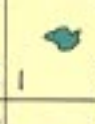
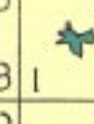
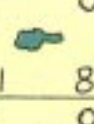
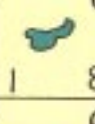
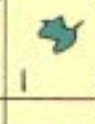
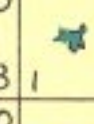
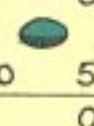
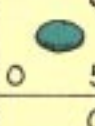
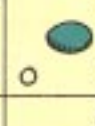
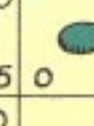
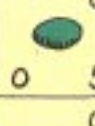
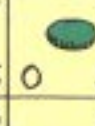
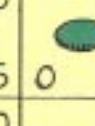


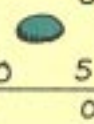
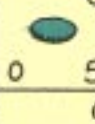
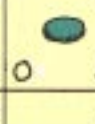
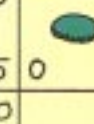
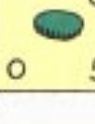


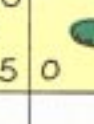
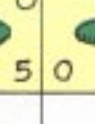






EXPLORATION SHIP
ZNUTAR



* Wham

MACHINE SHOPS	 WELDING TORCH
EITHER BRIDGE	 STUN PISTOL
FUEL PODS	 CAN OF ROCKET FUEL
DAMAGE CONTROL CENTRAL	 GAS GRENADE
SENSORS	 COMM BEAMER
SICK BAY	 HYPODERMIC
POOL ROOM	 POOL STICK
GALLEY MESS DECK	 CANNISTER OF ZGWORTZ
ANYWHERE	 FIRE EXTINGUISHER
ANYWHERE	 ELECTRIC FENCE
GALLEY	 KNIFE
SCIENCE LAB	 BOTTLE OF ACID

 2 4 16	 2 4 16	 2 4 16	 2 4 16	CAPTAIN YID 3 3 27	1ST OFFICER 3 2 19	COMM OFFICER 4 1 11	OPS OFFICER 3 1 12	ENGINEER 2 1 12
 2 4 16	 2 4 16	 2 4 16	 2 4 16	SUPPLY OFFICER 2 1 11	DOC 4 1 11	COOK 3 1 21	ENGINEER 2 2 13	MACHINIST 2 2 14
 2 4 16	 2 4 16	 2 4 16	 2 4 16	COXSWAIN 3 2 18	PILOT 3 1 15	PILOT 3 1 12	YEOMAN 3 1 15	SARGE 3 3 21
 1 2 12	 1 2 12	 1 2 12	 1 2 12	MARINE 3 2 19	MARINE 3 2 18	MEDIC 4 1 11	TECHNICIAN 4 1 11	SPARKS 3 1 16
 1 2 12	 1 2 12	 1 2 12	 1 2 12	ROBOT 1 4 44	MASCOT 4 1 8	STUN PISTOL 1 11	STUN PISTOL 1 11	COMM BEAMER 1 11
 1 2 12	 1 2 12	 1 2 12	 1 2 12	WELDING TORCH 1 11	WELDING TORCH 1 11	HYPODERMIC 1 11	HYPODERMIC 1 11	COMM BEAMER 1 11
 1 2 12	 1 2 12	 1 2 12	 1 2 12	CAN OF ROCKET FUEL 1 11	CAN OF ROCKET FUEL 1 11	CAN OF ROCKET FUEL 1 11	GAS GRENADE 1 11	GAS GRENADE 1 11
 0 1 8	 0 1 8	 1 2 12	 1 2 12	POOL STICK 1 8	POOL STICK 1 8	CANNISTER OF ZGWORTZ 1 8	CANNISTER OF ZGWORTZ 1 8	CANNISTER OF ZGWORTZ 1 8
 0 1 8	 0 1 8	 0 1 8	 0 1 8	FIRE EXTINGUISHER 1 8	FIRE EXTINGUISHER 1 8	ELECTRIC FENCE 1 8	ELECTRIC FENCE 1 8	KNIFE 1 8
 0 1 8	 0 1 8	 0 1 8	 0 1 8	BOTTLE OF ACID 1 8	BOTTLE OF ACID 1 8	BOTTLE OF ACID 1 8	KNIFE 1 8	KNIFE 1 8
 0 1 8	 0 1 8	 0 1 8	 0 1 8	5 DICE TO KILL	4 DICE TO KILL	4 DICE TO KILL	NO EFFECT	NO EFFECT
 0 1 8	 0 1 8	 0 1 8	 0 1 8	GROW	SHRINK	3 DICE TO KILL	3 DICE TO KILL	5 DICE TO STUN
 0 1 8	 0 1 8	 0 1 8	 0 1 8	5 DICE TO STUN	1 DIE FRAGMENTS	1 DIE FRAGMENTS	1 DIE FRAGMENTS	1 DIE FRAGMENTS
 0 0 5	 0 0 5	 0 0 5	 0 0 5	 0 0 5	 0 0 5	 0 0 5	 0 0 5	 0 0 5
 0 0 5	 0 0 5	 0 0 5	 0 0 5	 0 0 5	 0 0 5	 0 0 5	 0 0 5	 0 0 5
 0 0 5	 0 0 5	 0 0 5	 0 0 5					